

FIG. 2

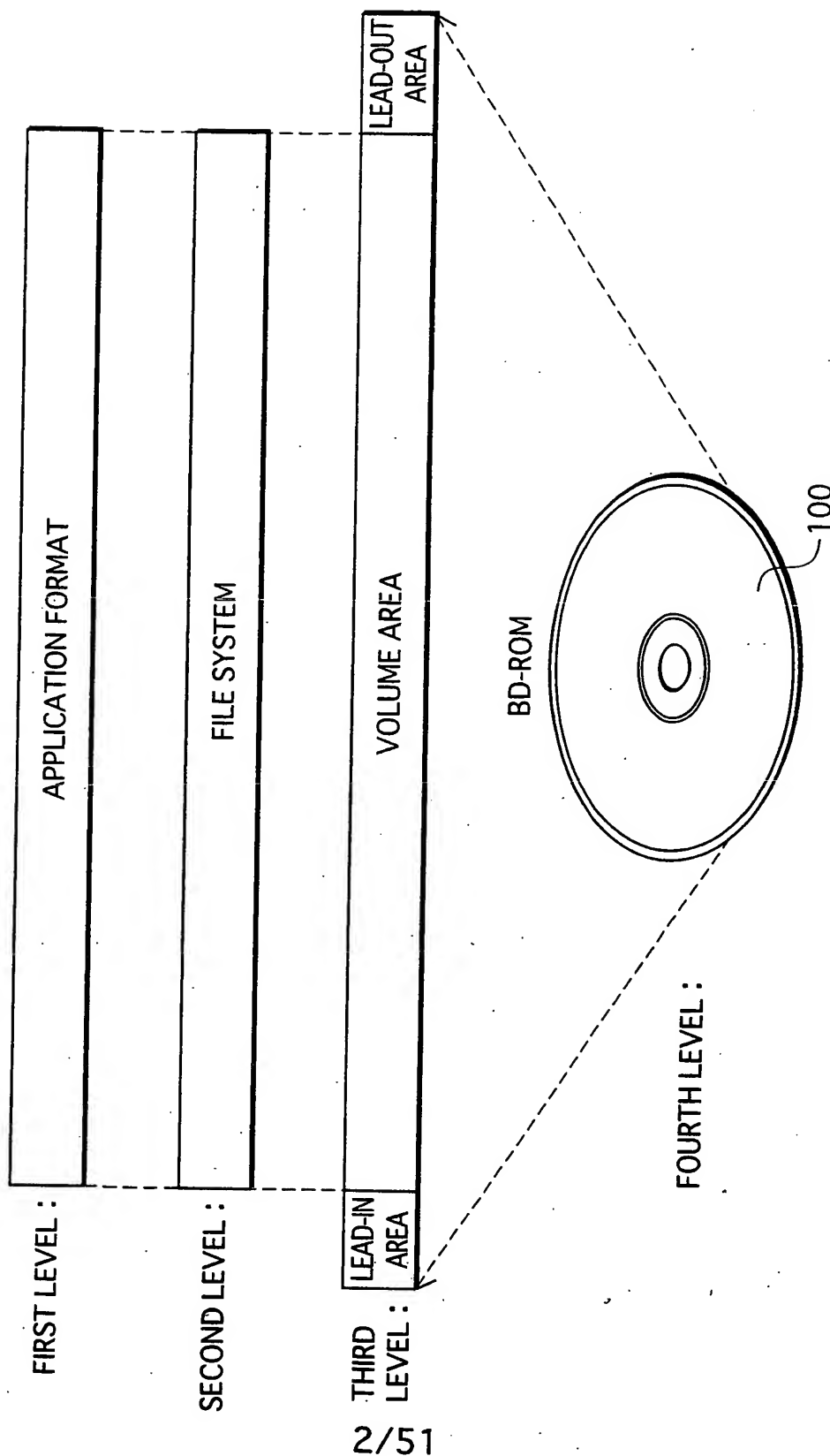
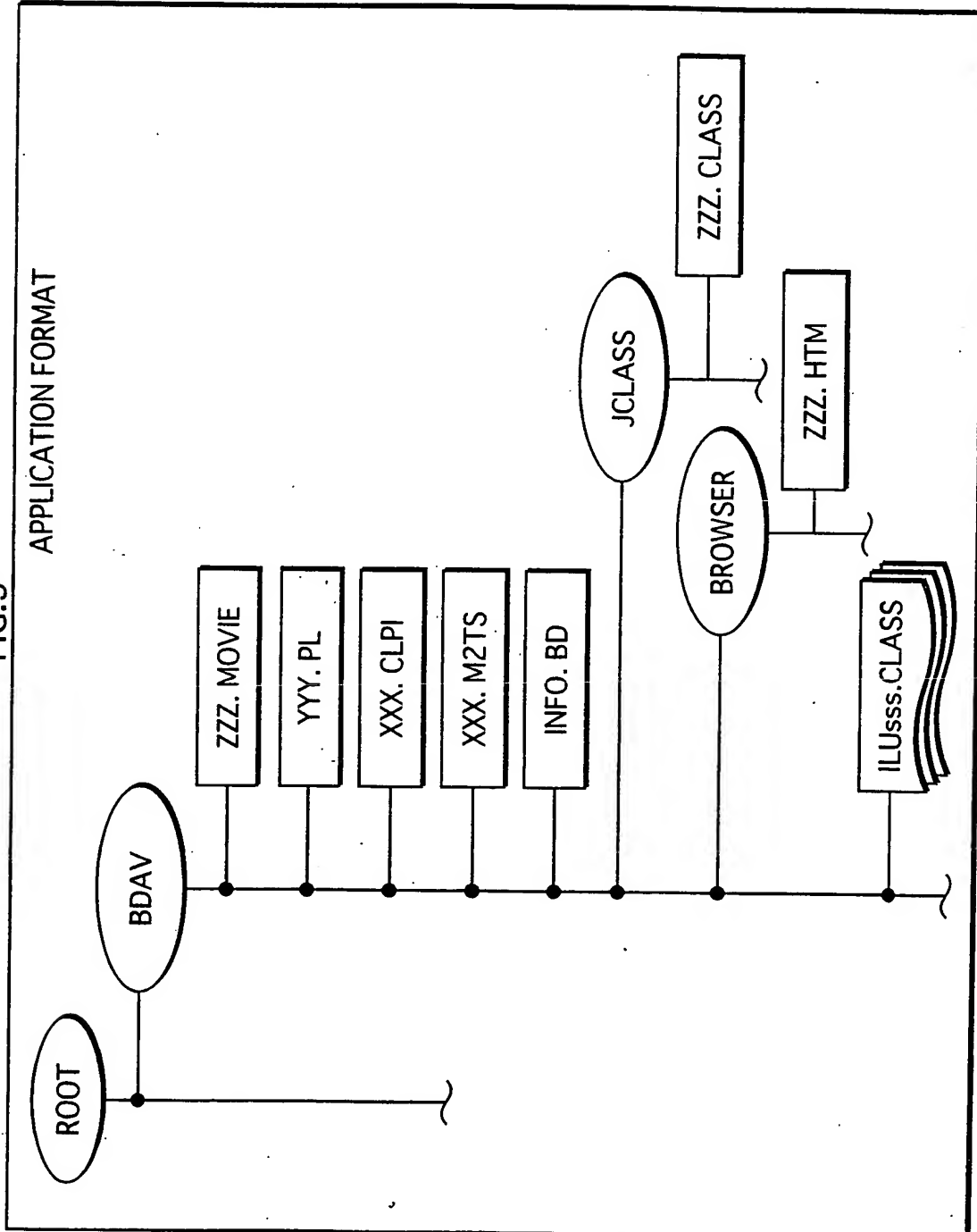
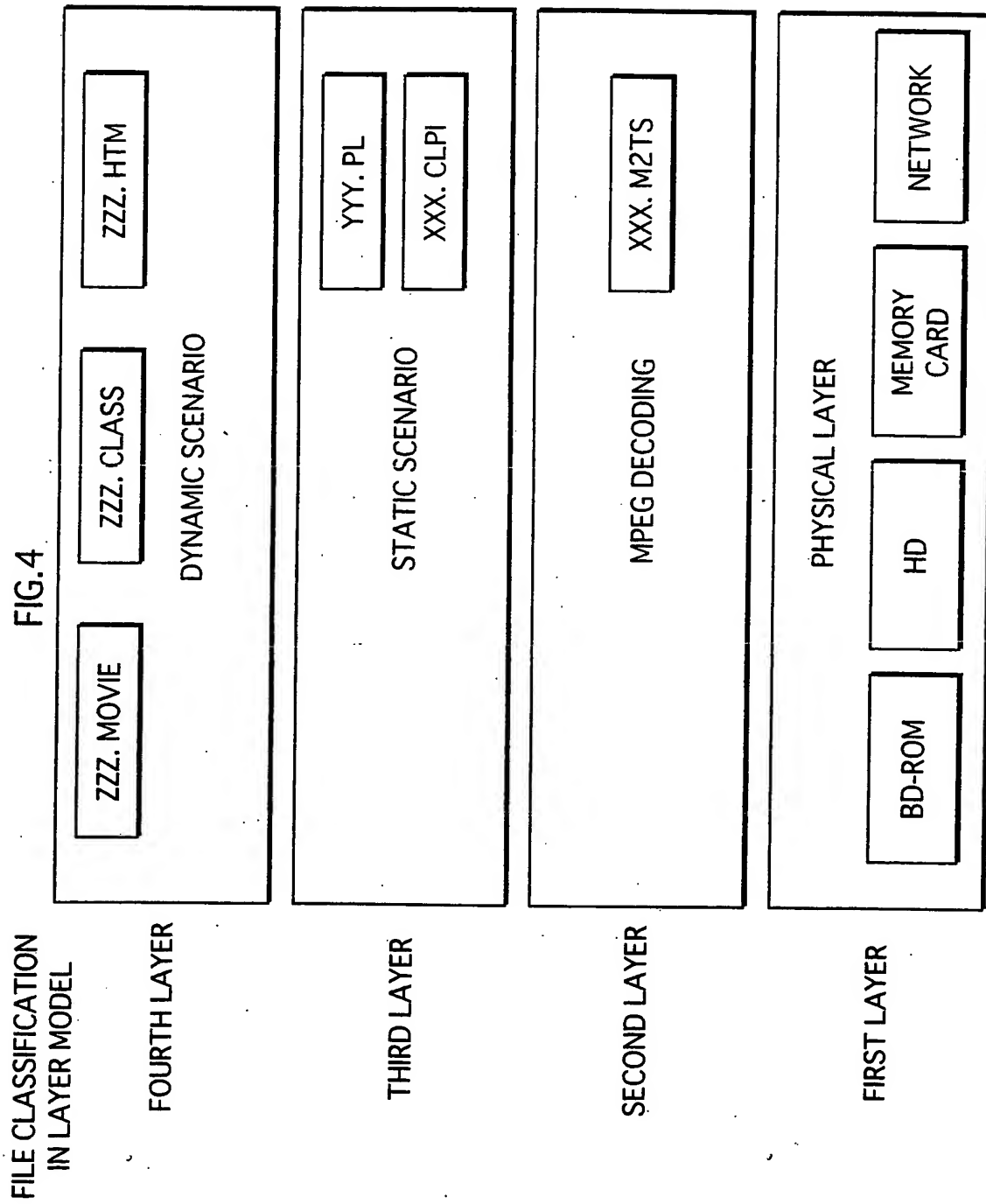
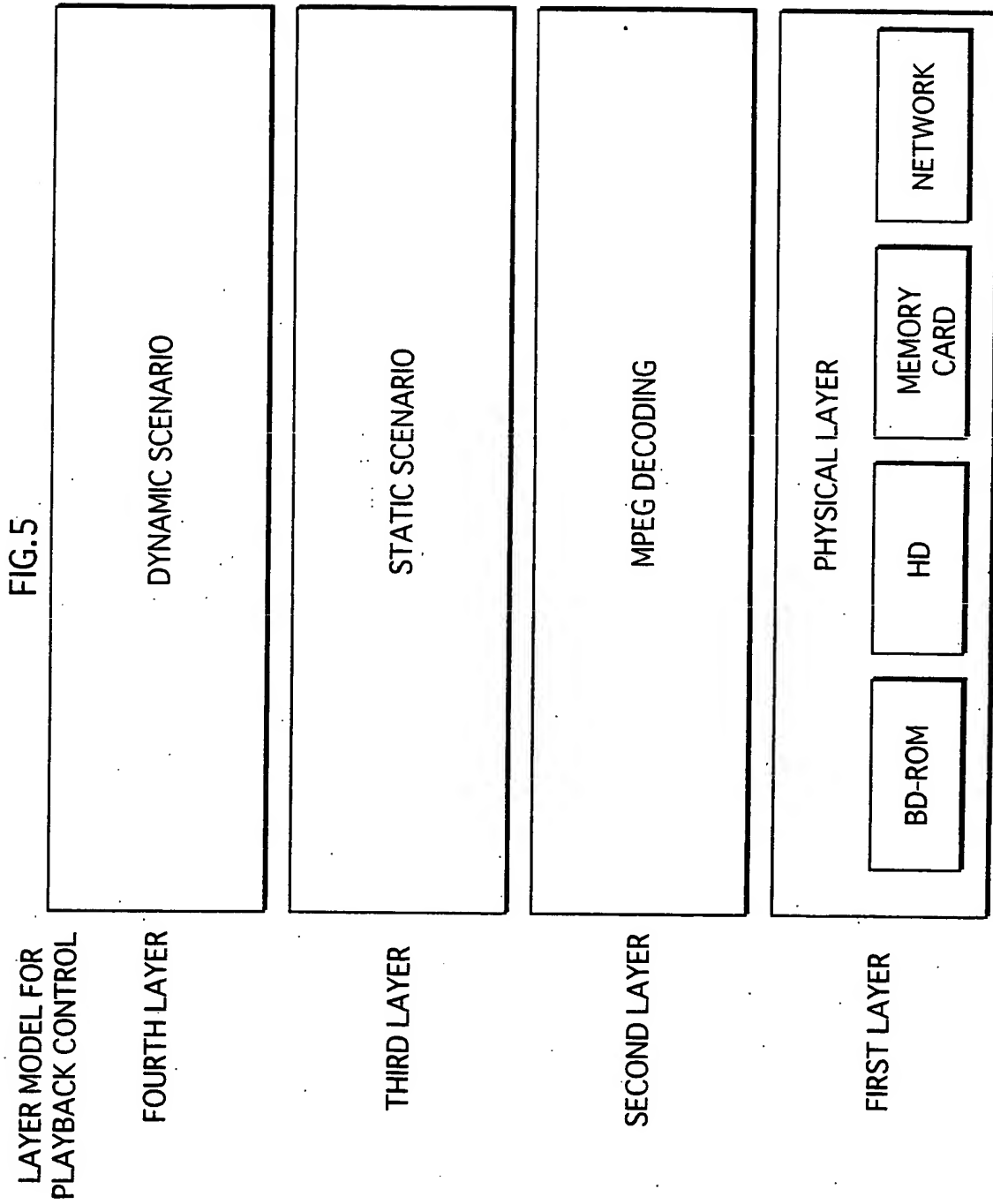


FIG.3  
APPLICATION FORMAT







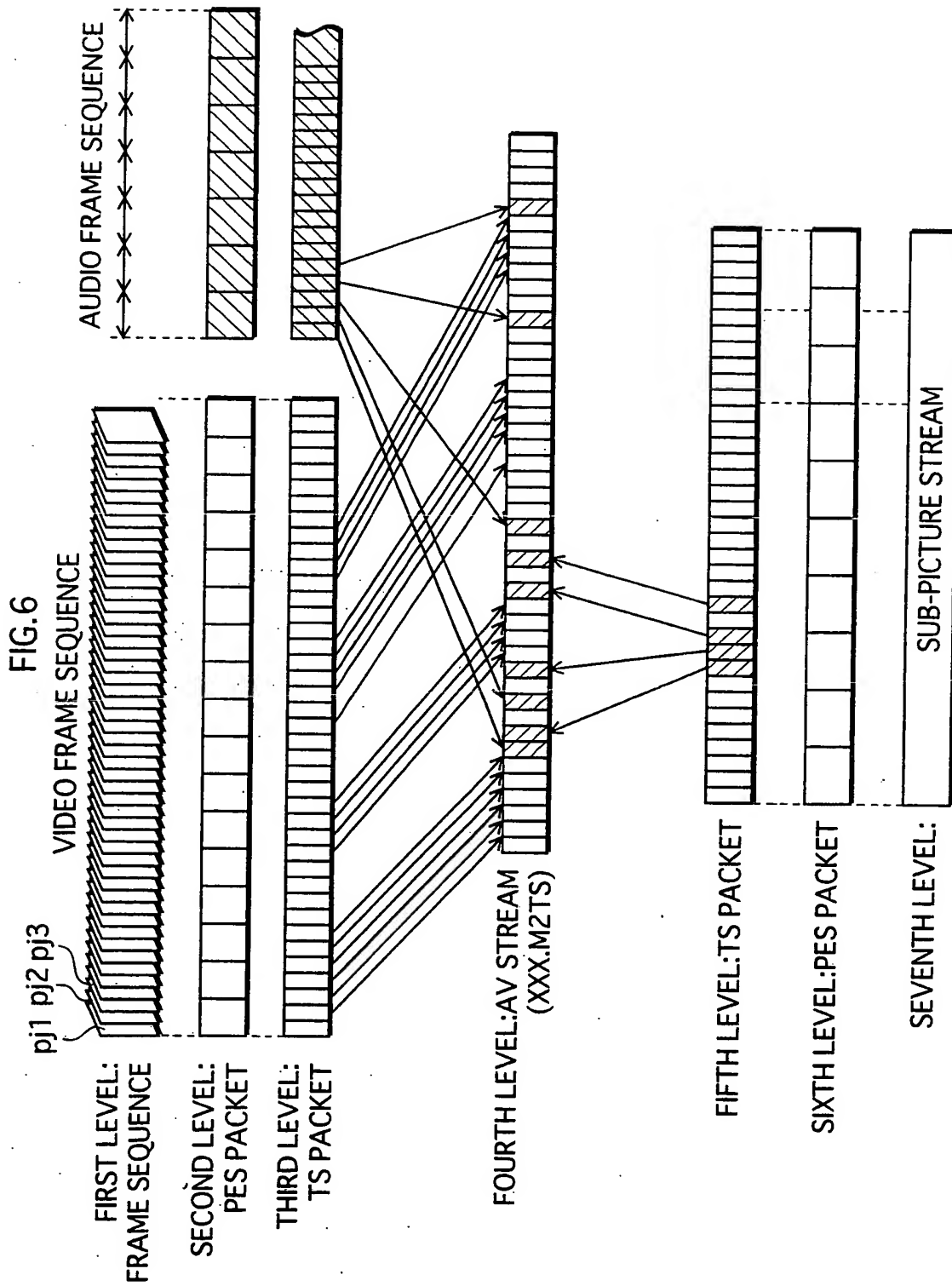


FIG. 7

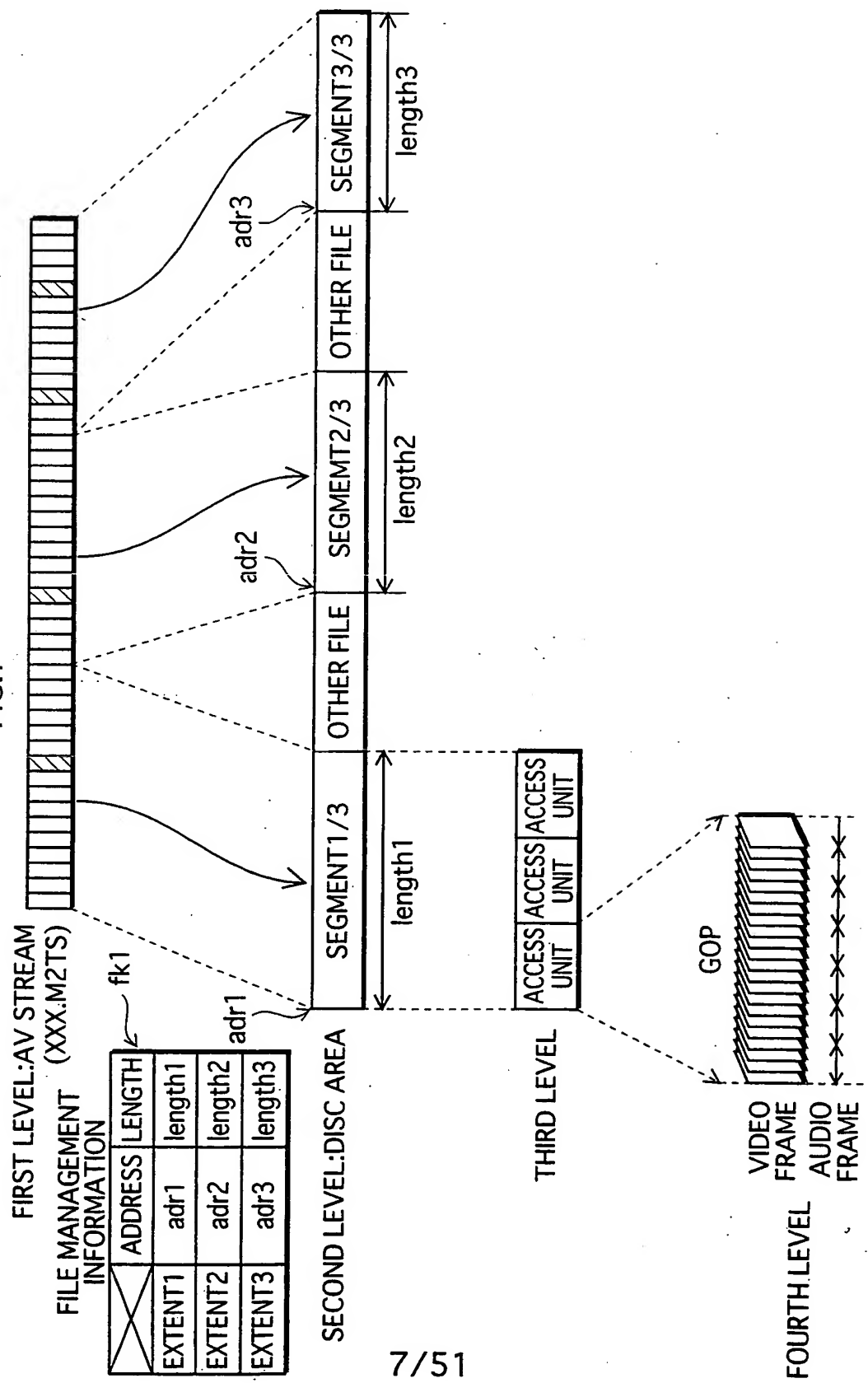


FIG. 8

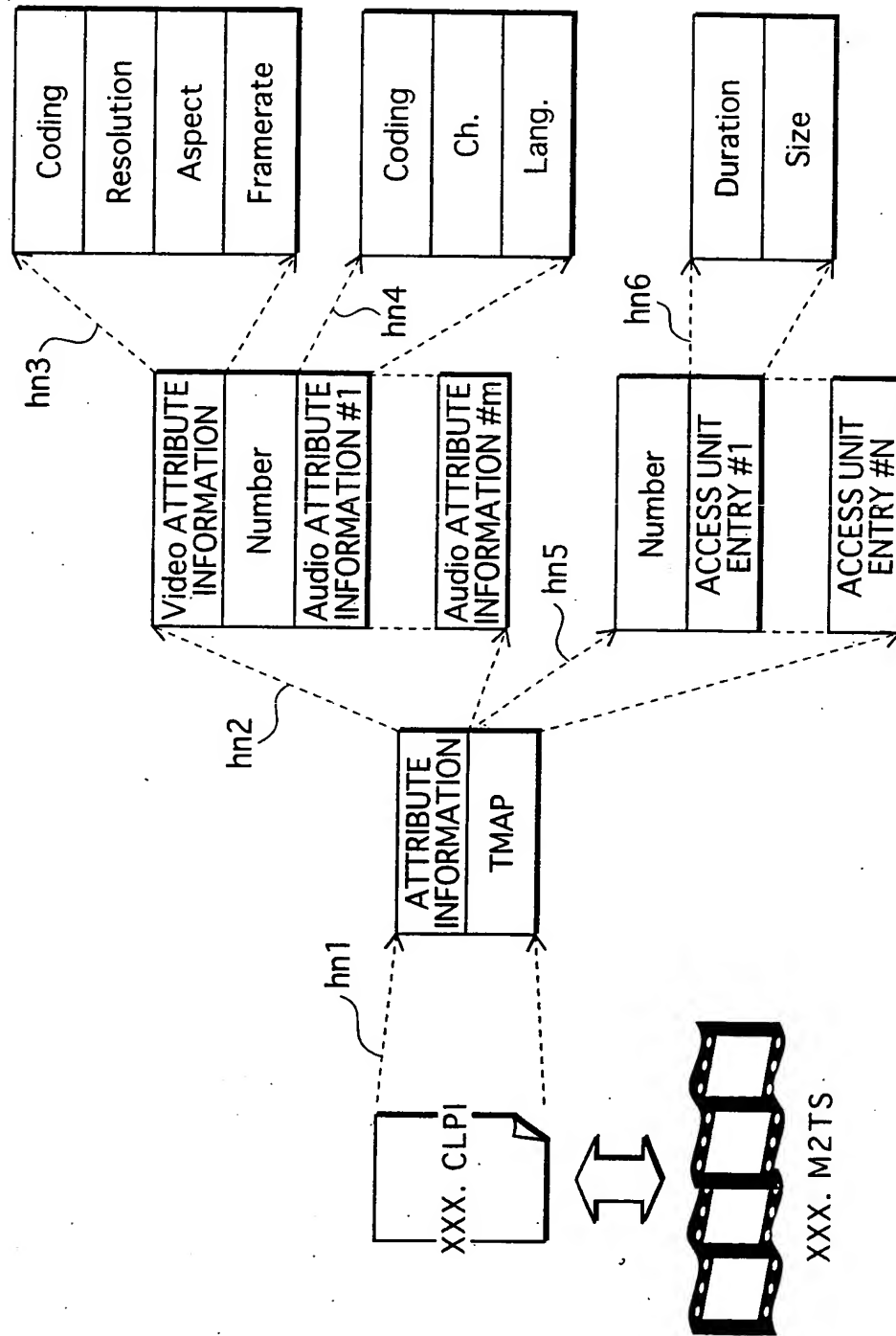




FIG. 9

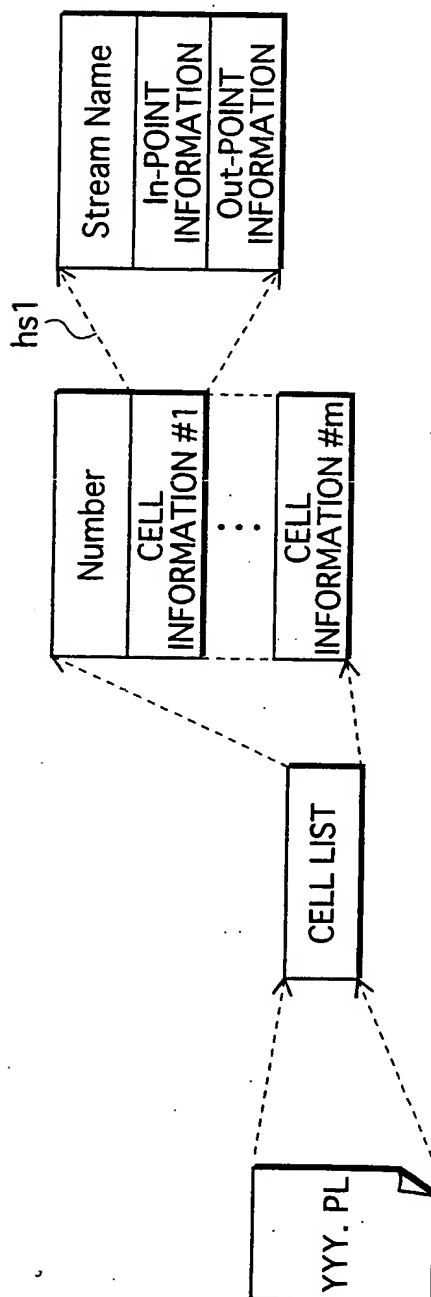


FIG.10

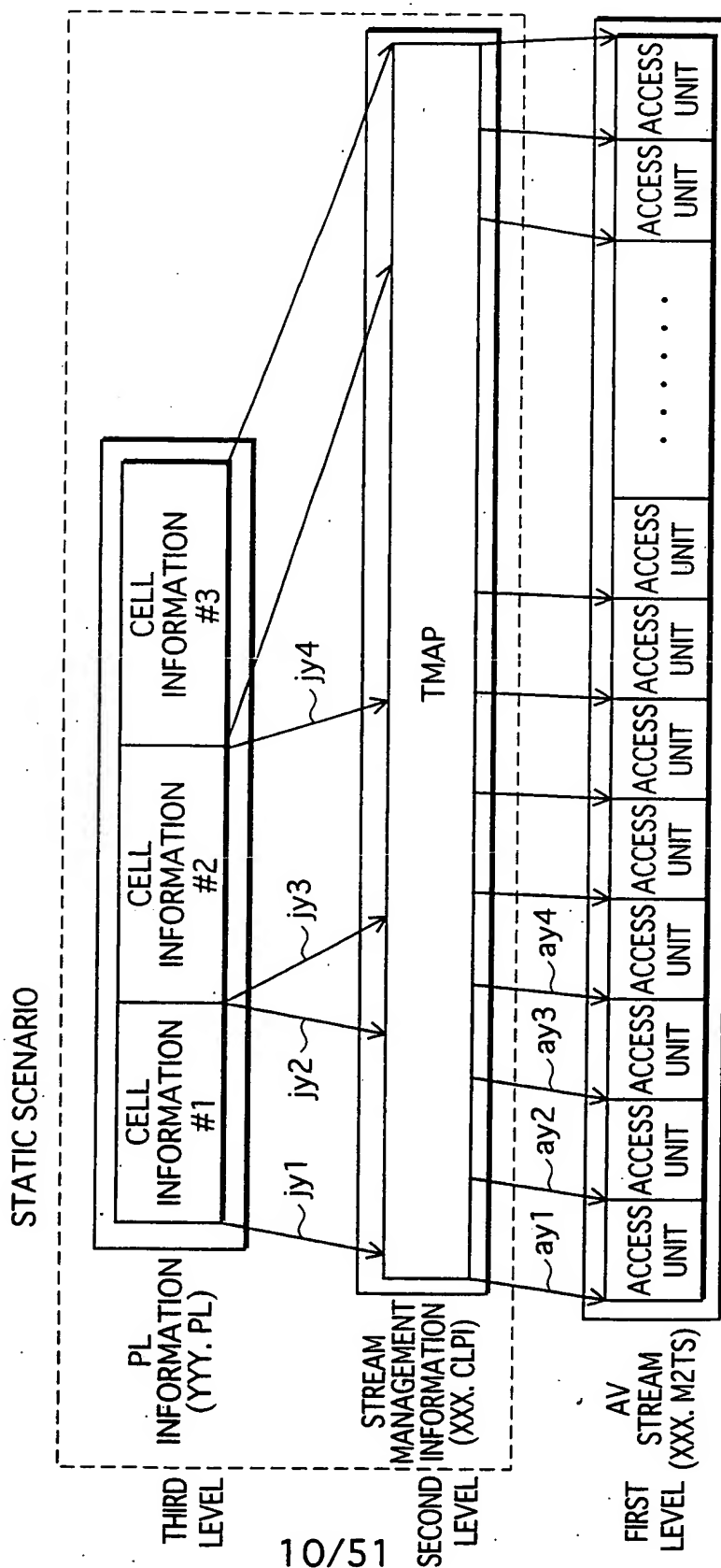
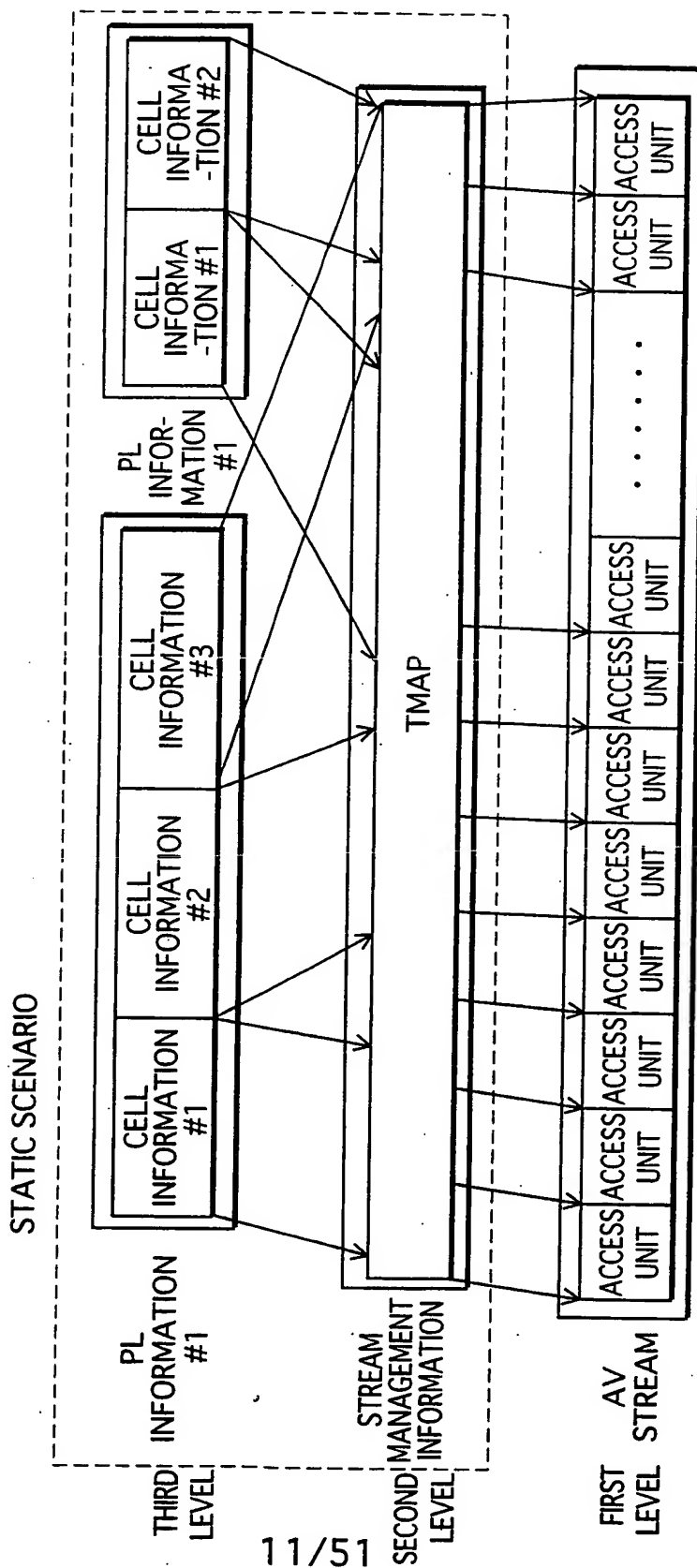
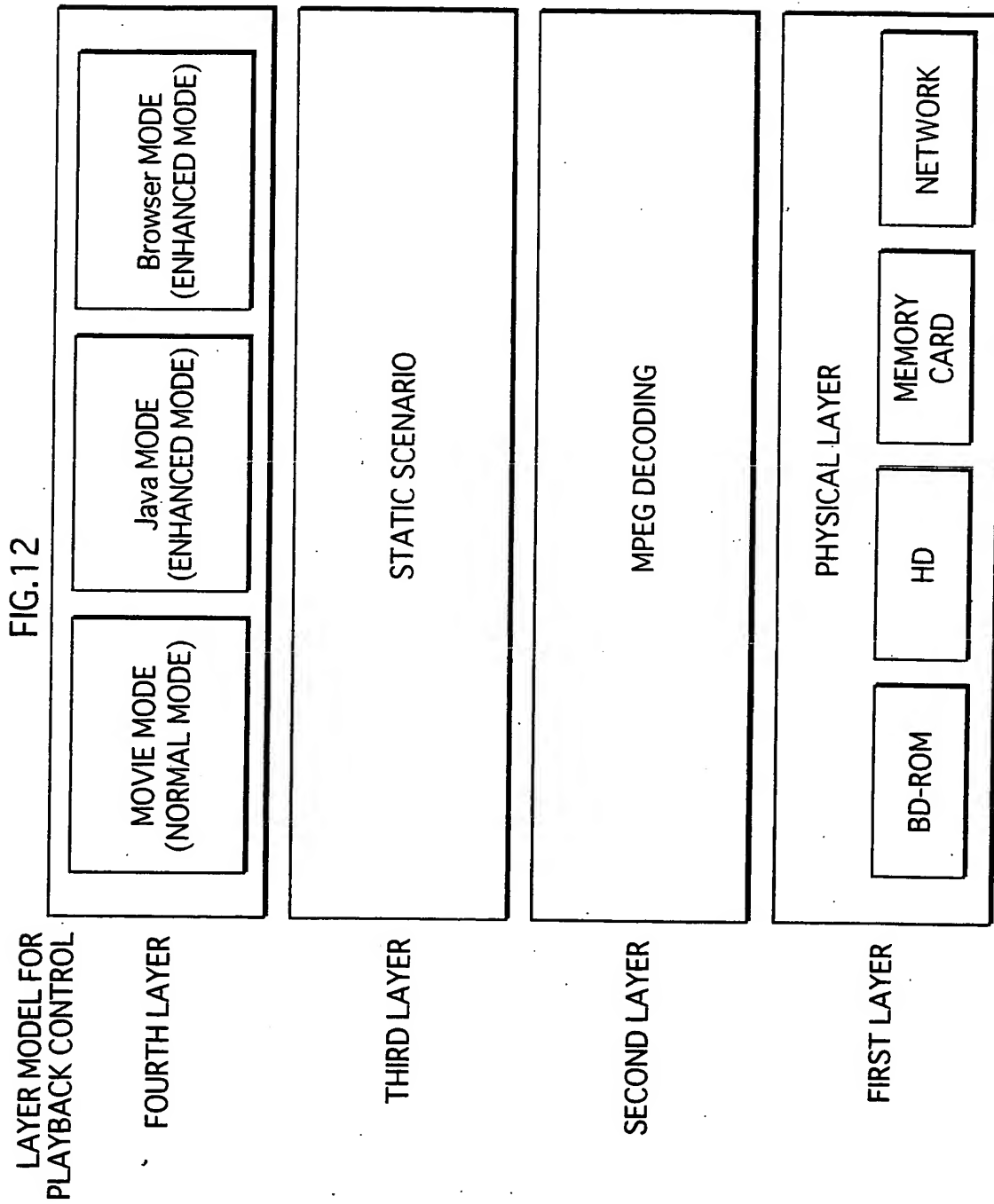


FIG. 11

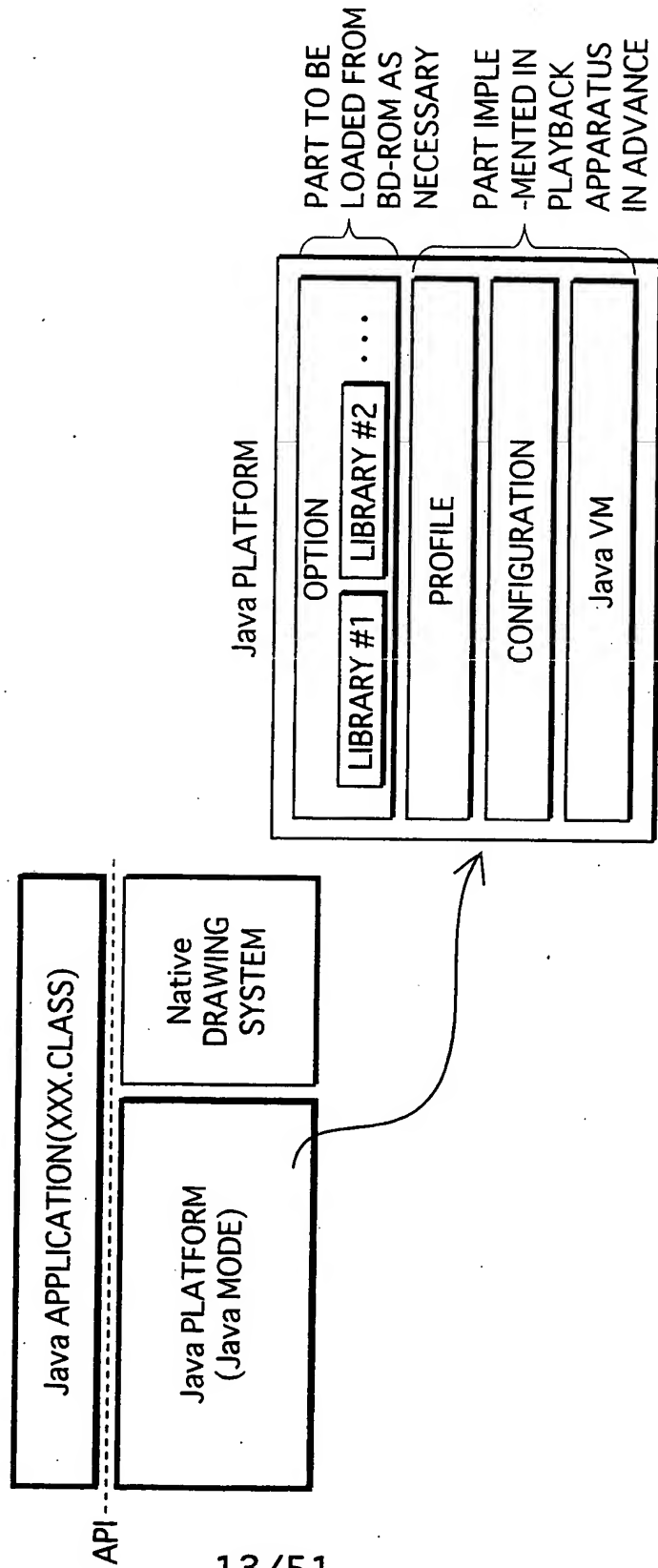




9/10/15 29527

FIG. 13

LAYER MODEL OF CONTROL SOFTWARE THAT Java LANGUAGE TARGETS



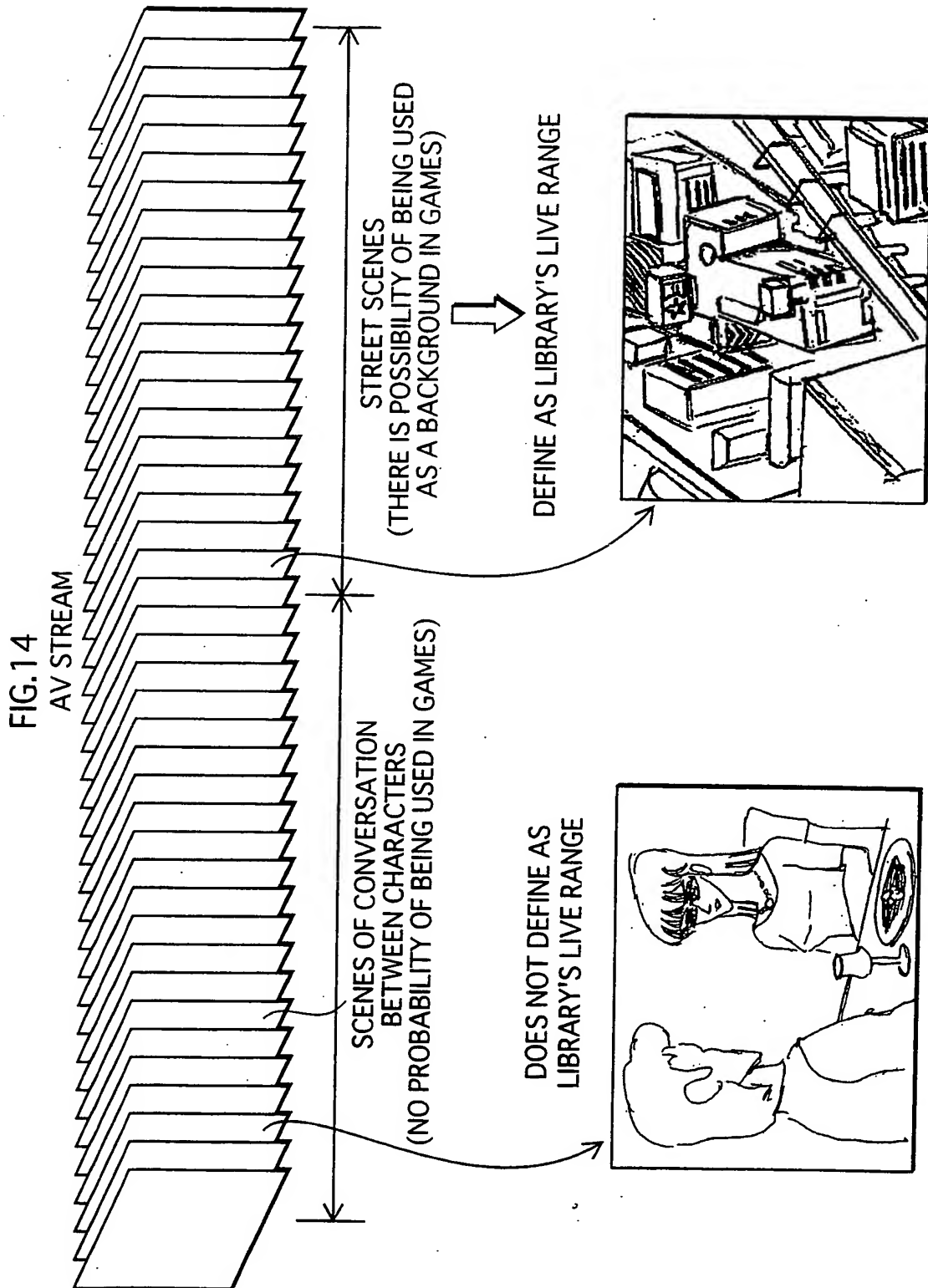


FIG.15A

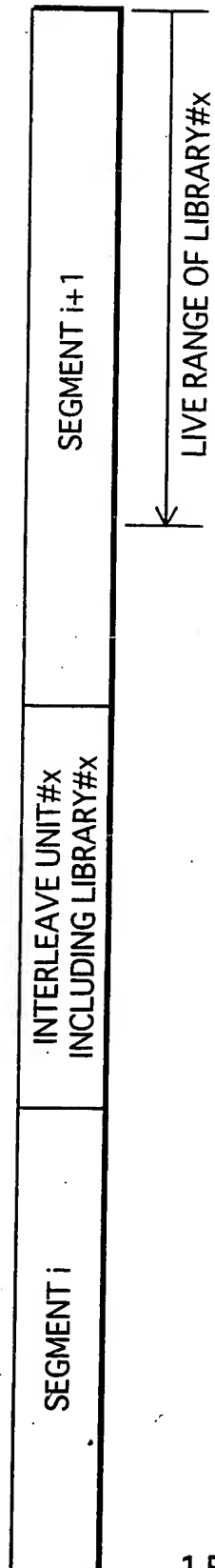
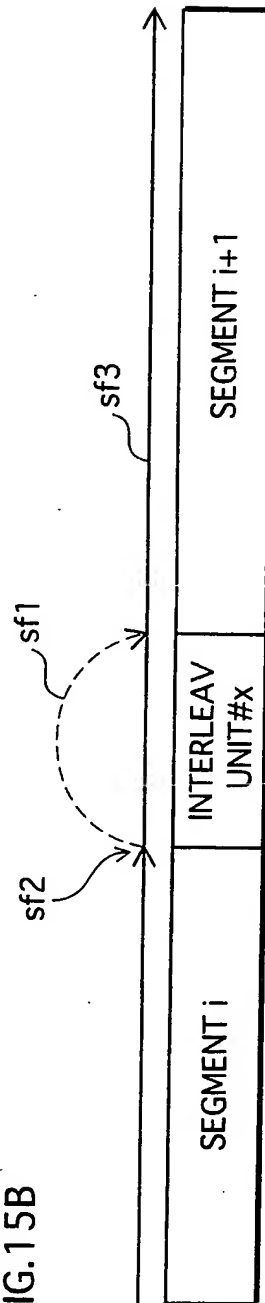


FIG.15B



10/529517

FIG. 16

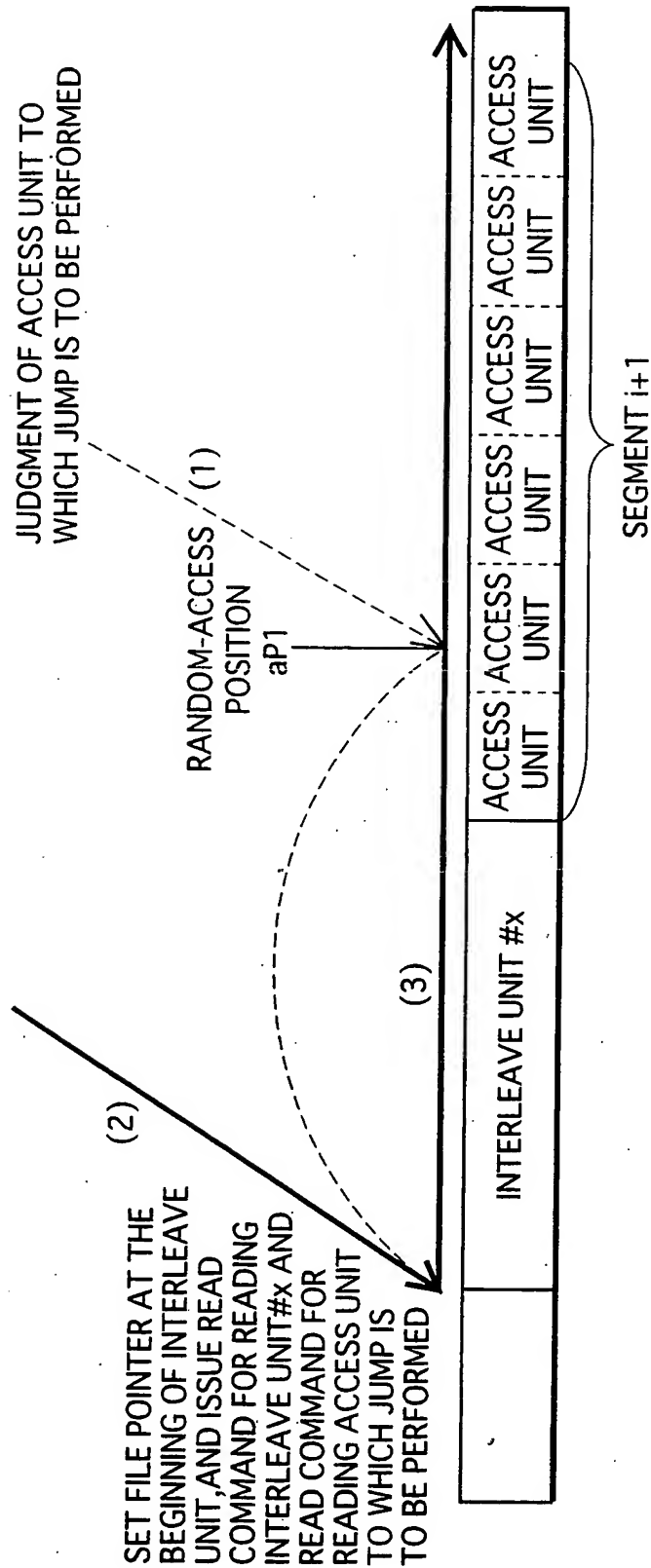




FIG.17

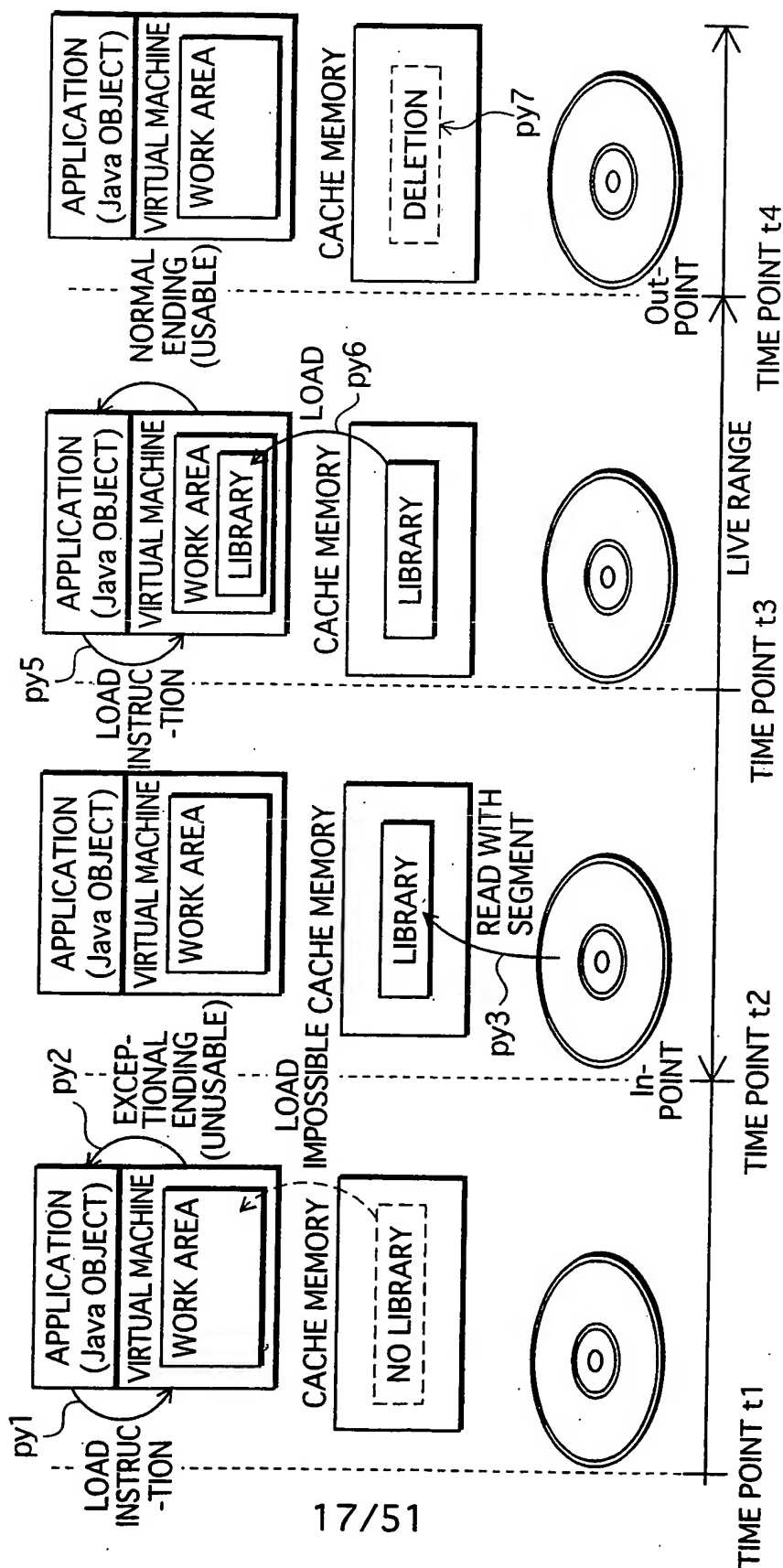


FIG.18

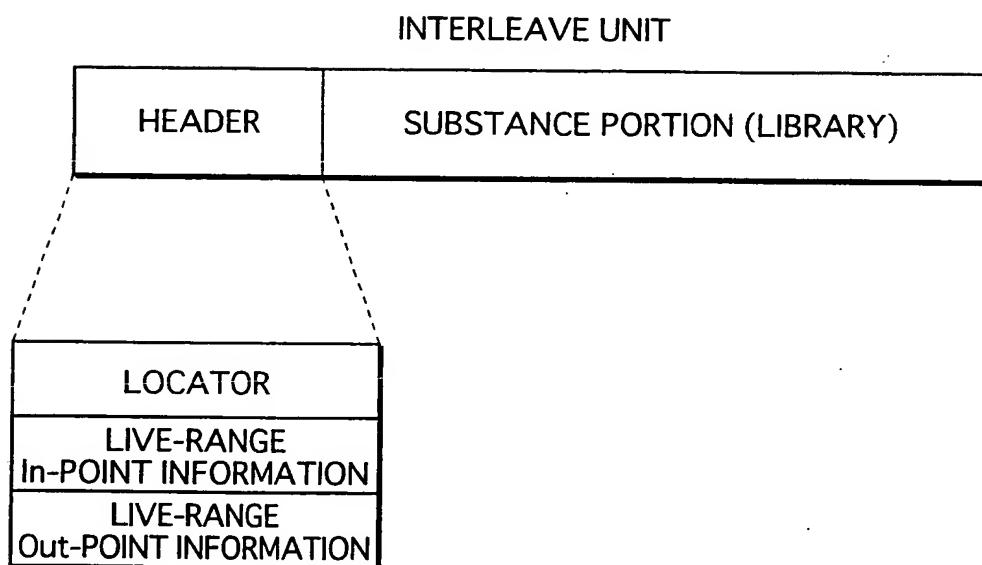


FIG.19

TIME MAP

	Duration	Size	PRECEDING INTERLEAVE UNIT
ACCESS UNIT#1	0	0	ILU001
ACCESS UNIT#20	135,000	8,000	ILU002
ACCESS UNIT#30	270,000	16,000	ILU003

FIG.20

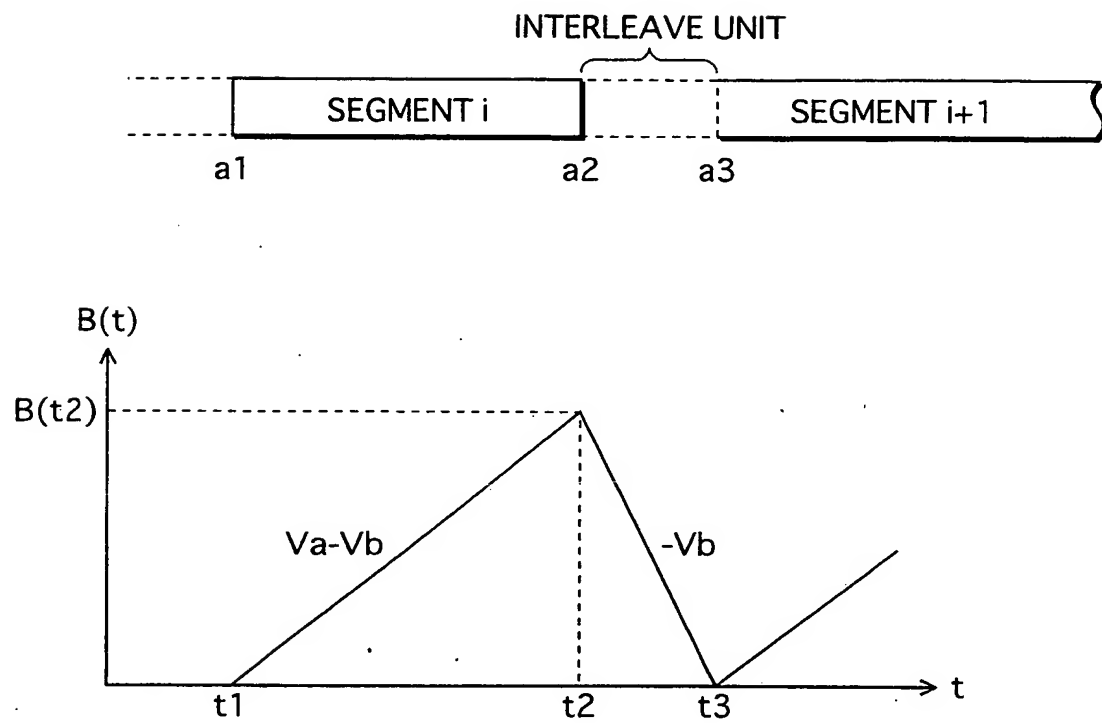


FIG.21

GAME IN Java MODE

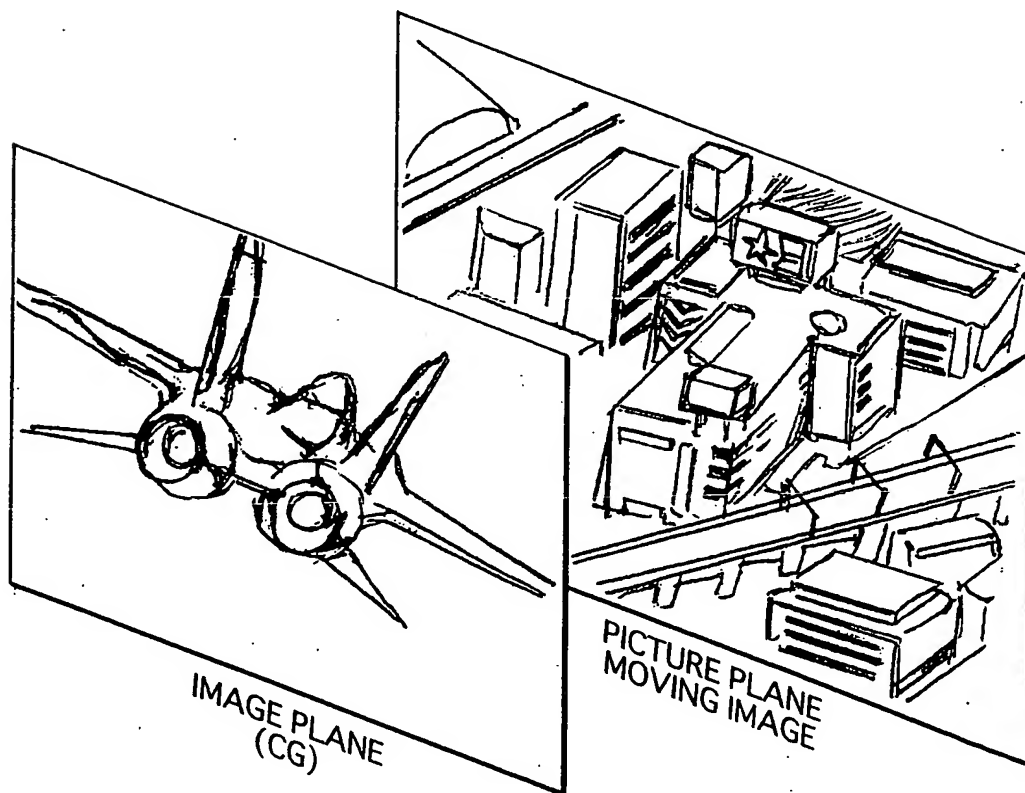


FIG.22A

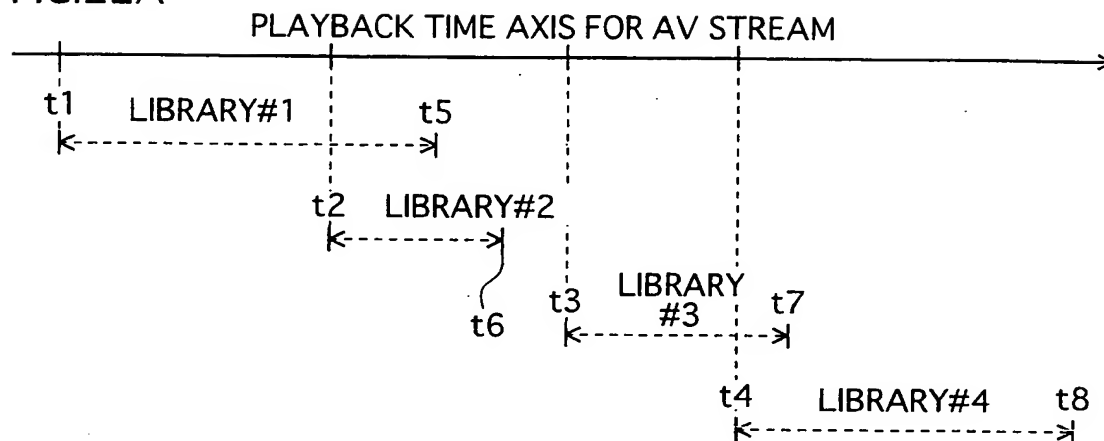


FIG.22B

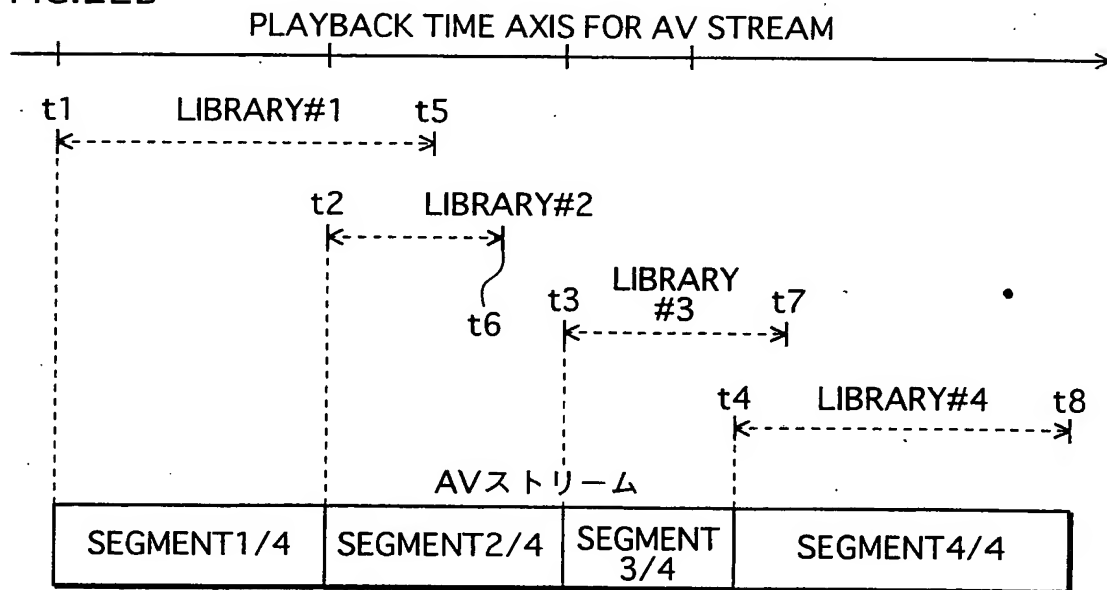


FIG. 23

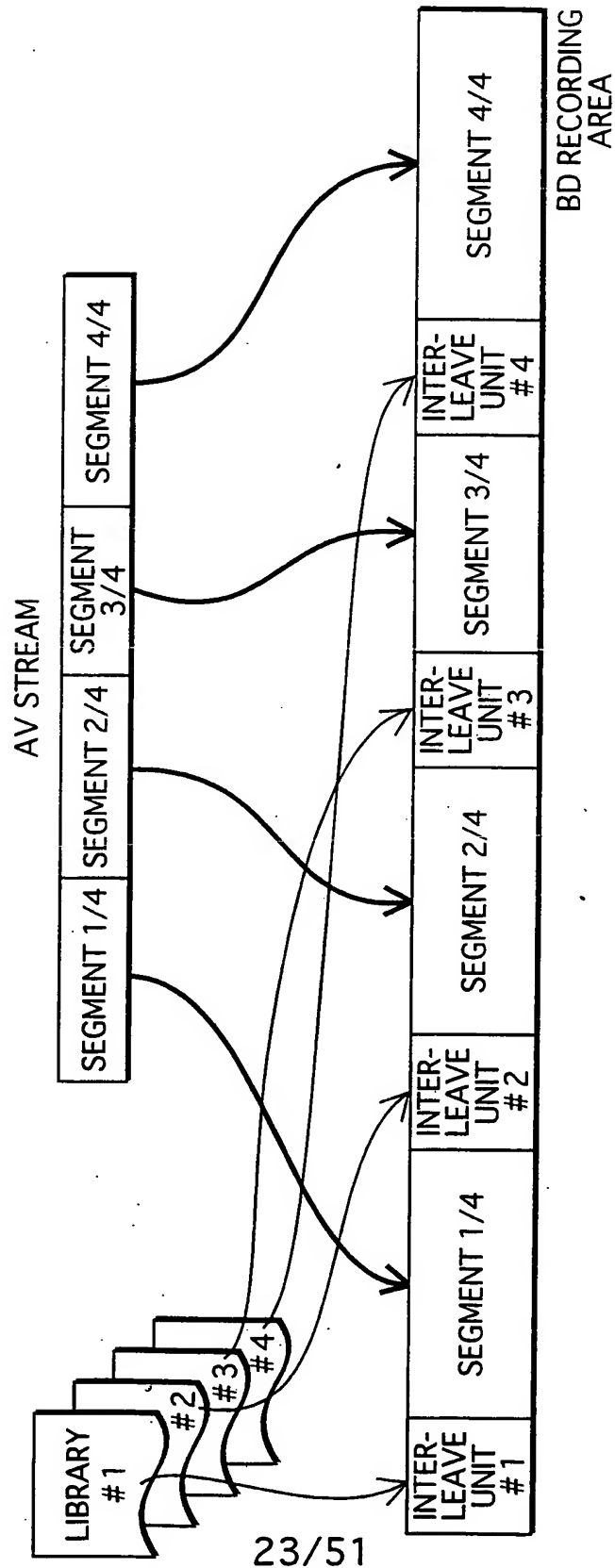


FIG.24

INTERLEAVE UNIT # 1

LIVE RANGE In-POINT...t1 LIVE RANGE Out-POINT...t5	LIBRARY # 1
---	-------------

INTERLEAVE UNIT # 2

LIVE RANGE In-POINT...t2 LIVE RANGE Out-POINT...t6	LIBRARY # 2
---	-------------

INTERLEAVE UNIT # 3

LIVE RANGE In-POINT...t3 LIVE RANGE Out-POINT...t7	LIBRARY # 3
---	-------------

INTERLEAVE UNIT # 4

LIVE RANGE In-POINT...t4 LIVE RANGE Out-POINT...t8	LIBRARY # 4
---	-------------



FIG.25

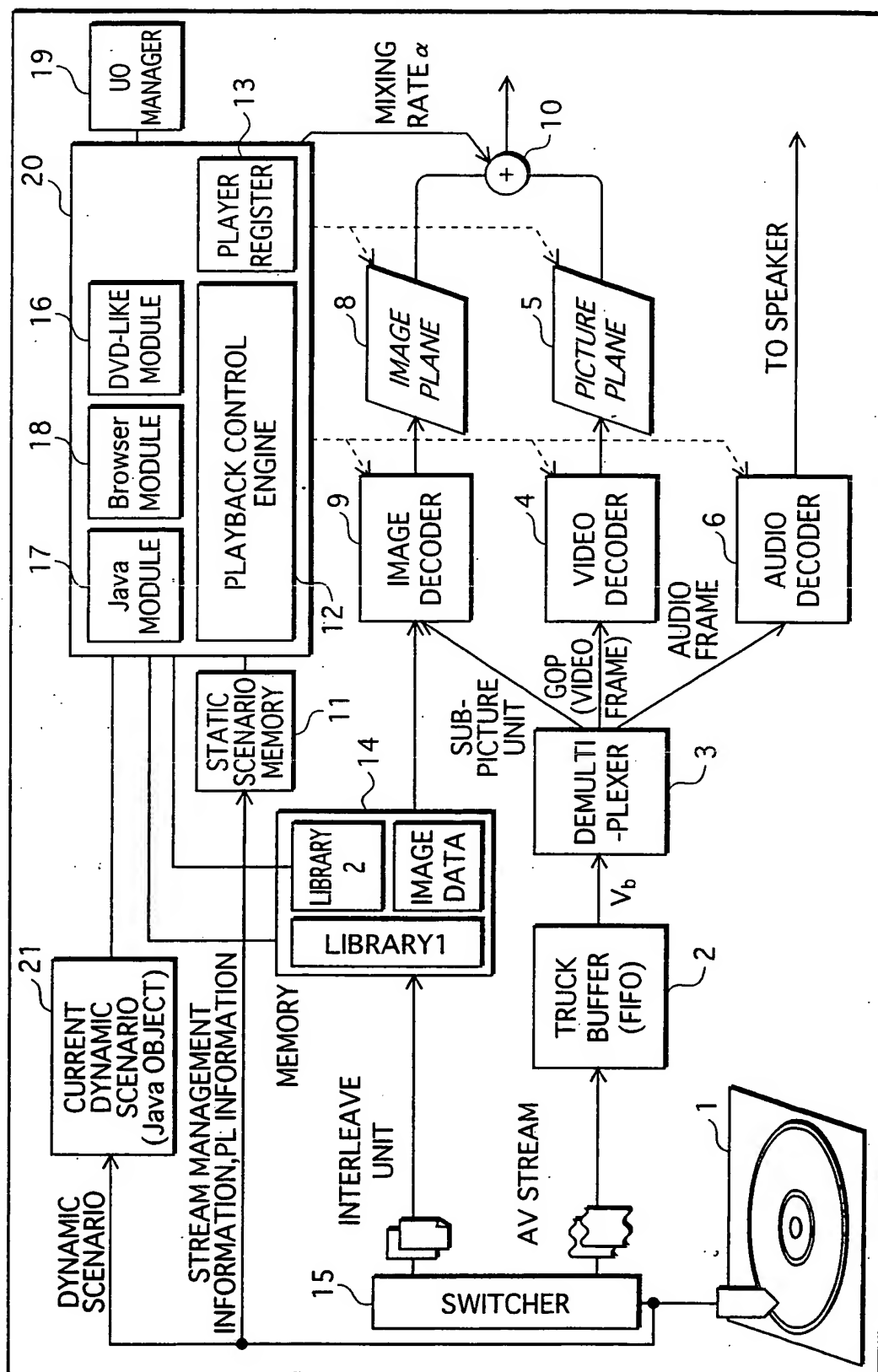


FIG. 26 EXECUTING PROCEDURE OF PLPlay FUNCTION

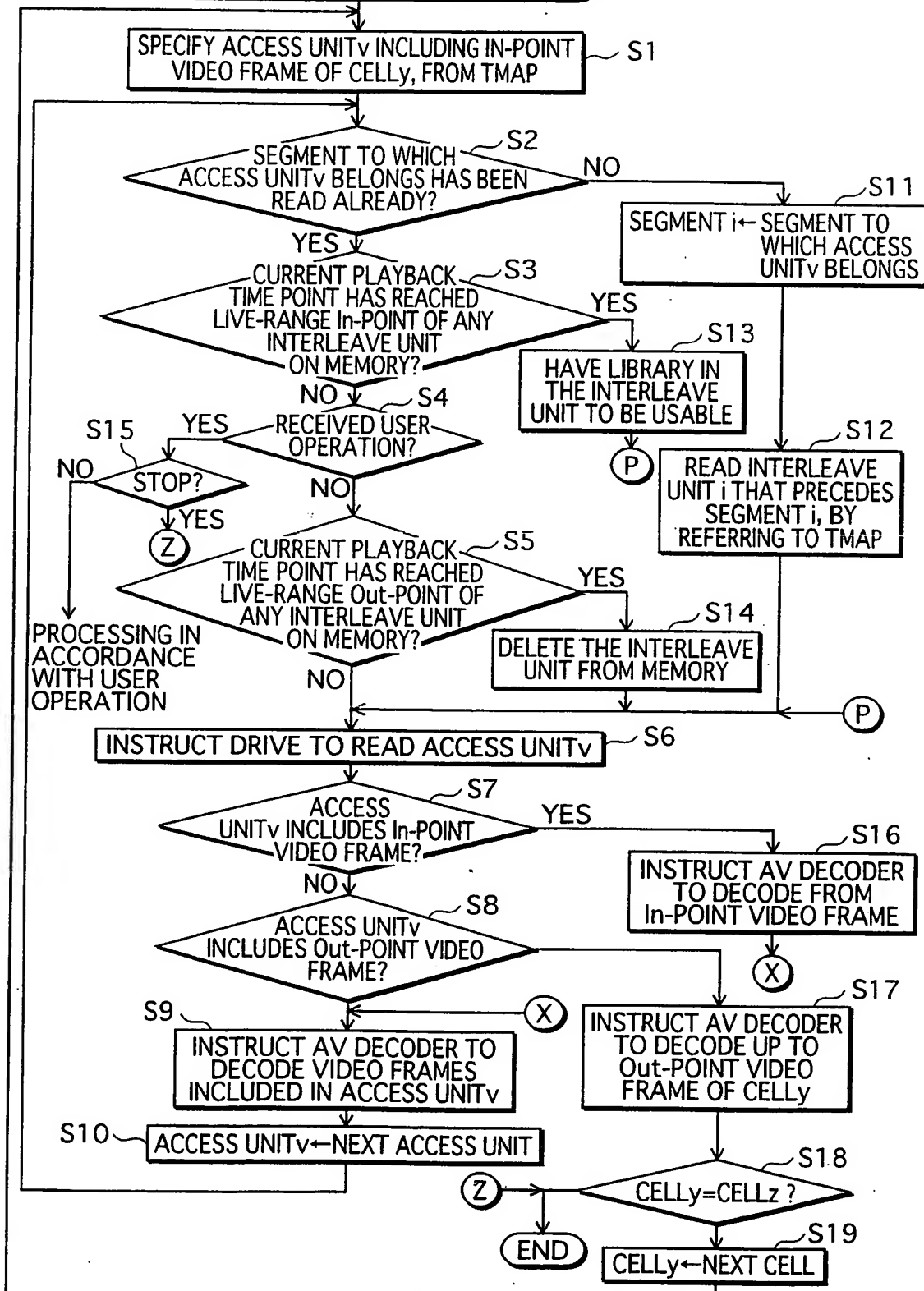


FIG. 27

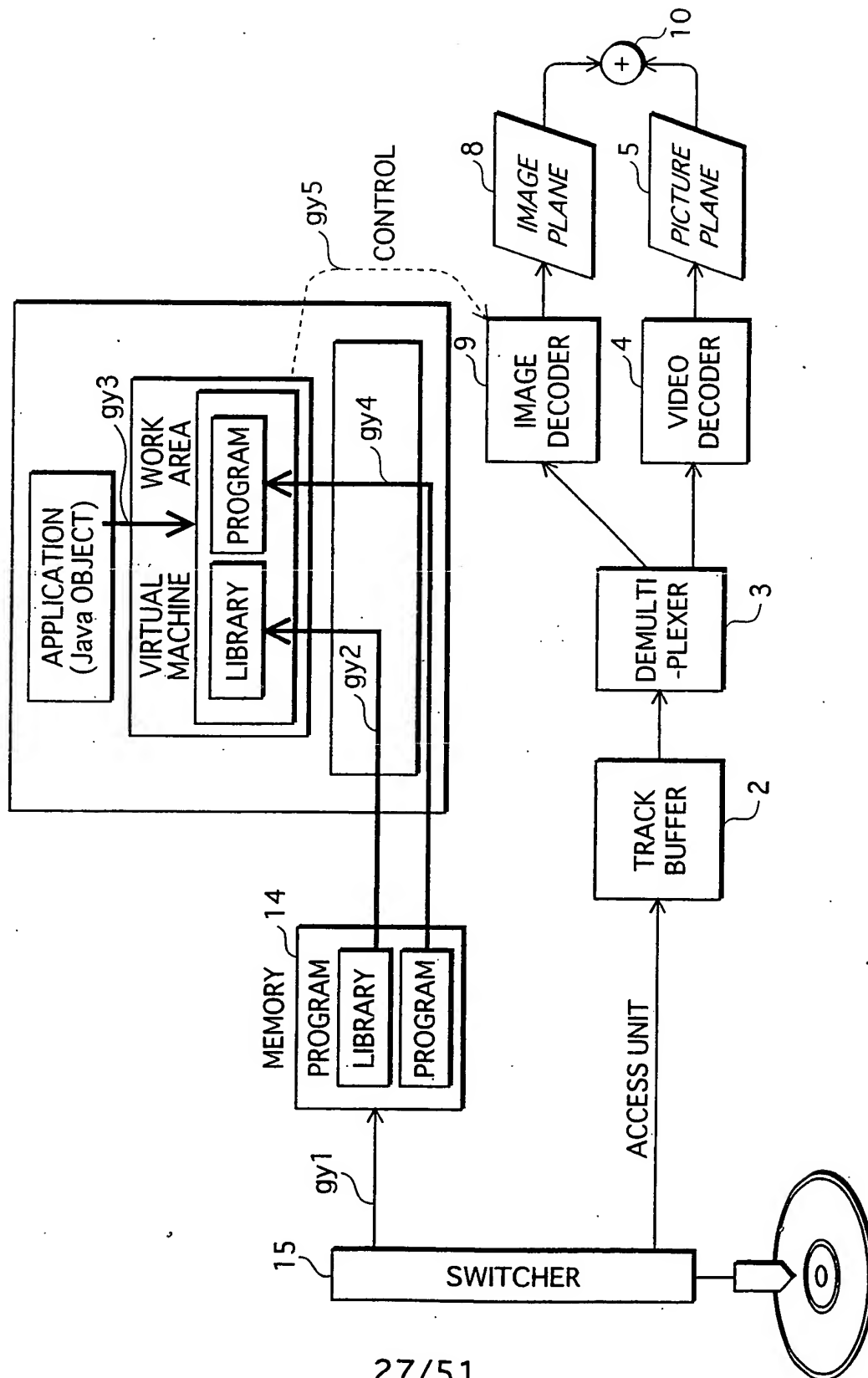


FIG. 28

LAYER MODEL OF CONTROL SOFTWARE THAT Java LANGUAGE TARGETS

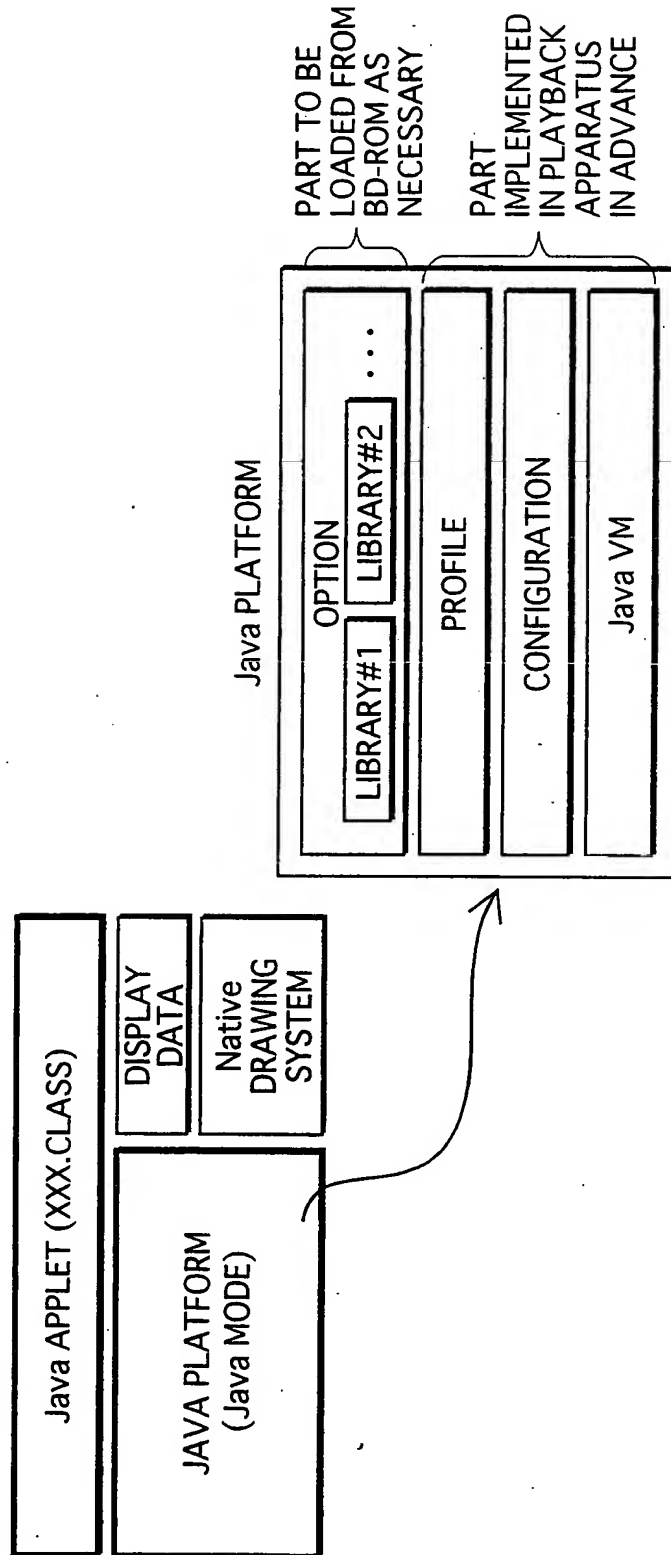


FIG.29

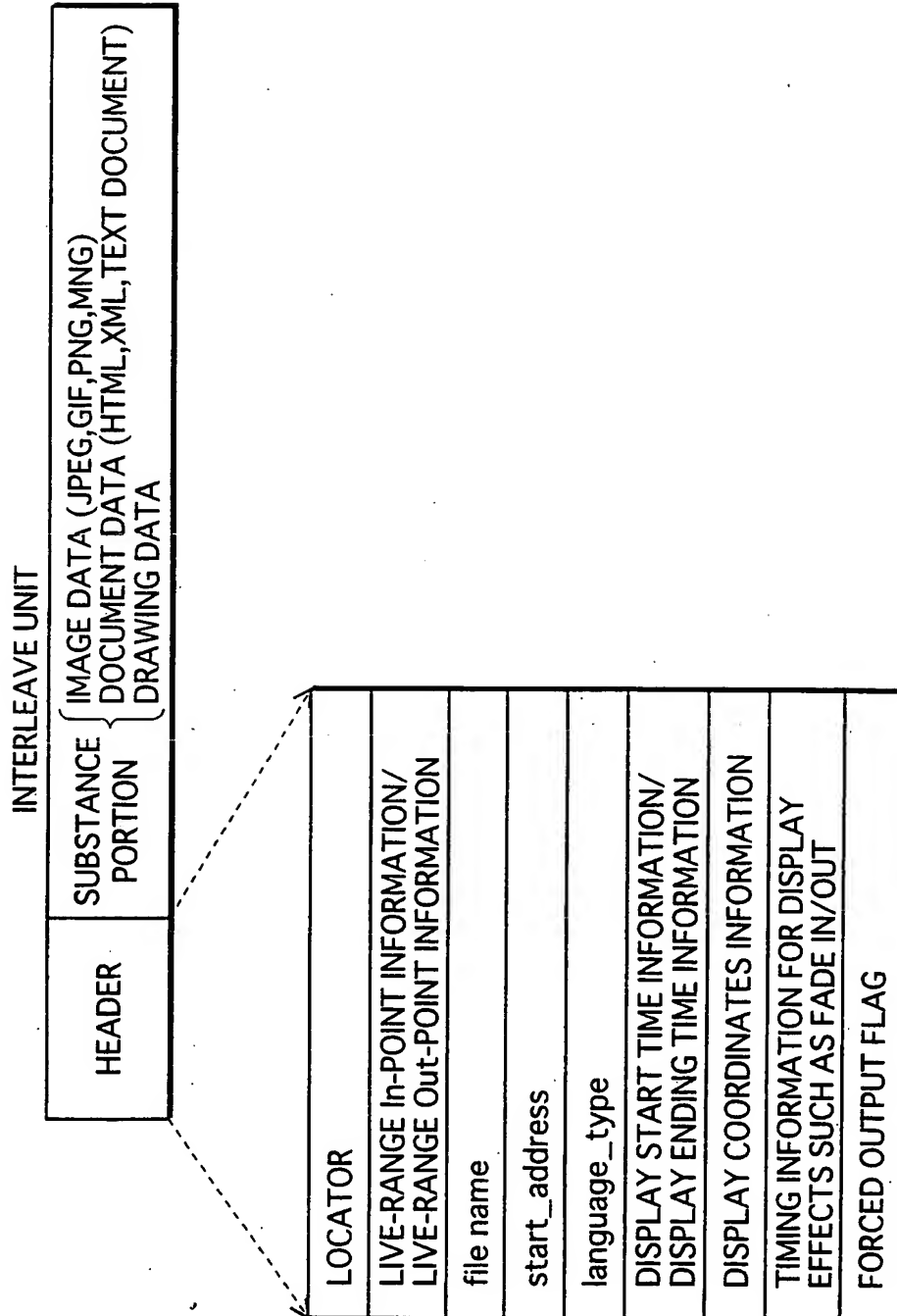
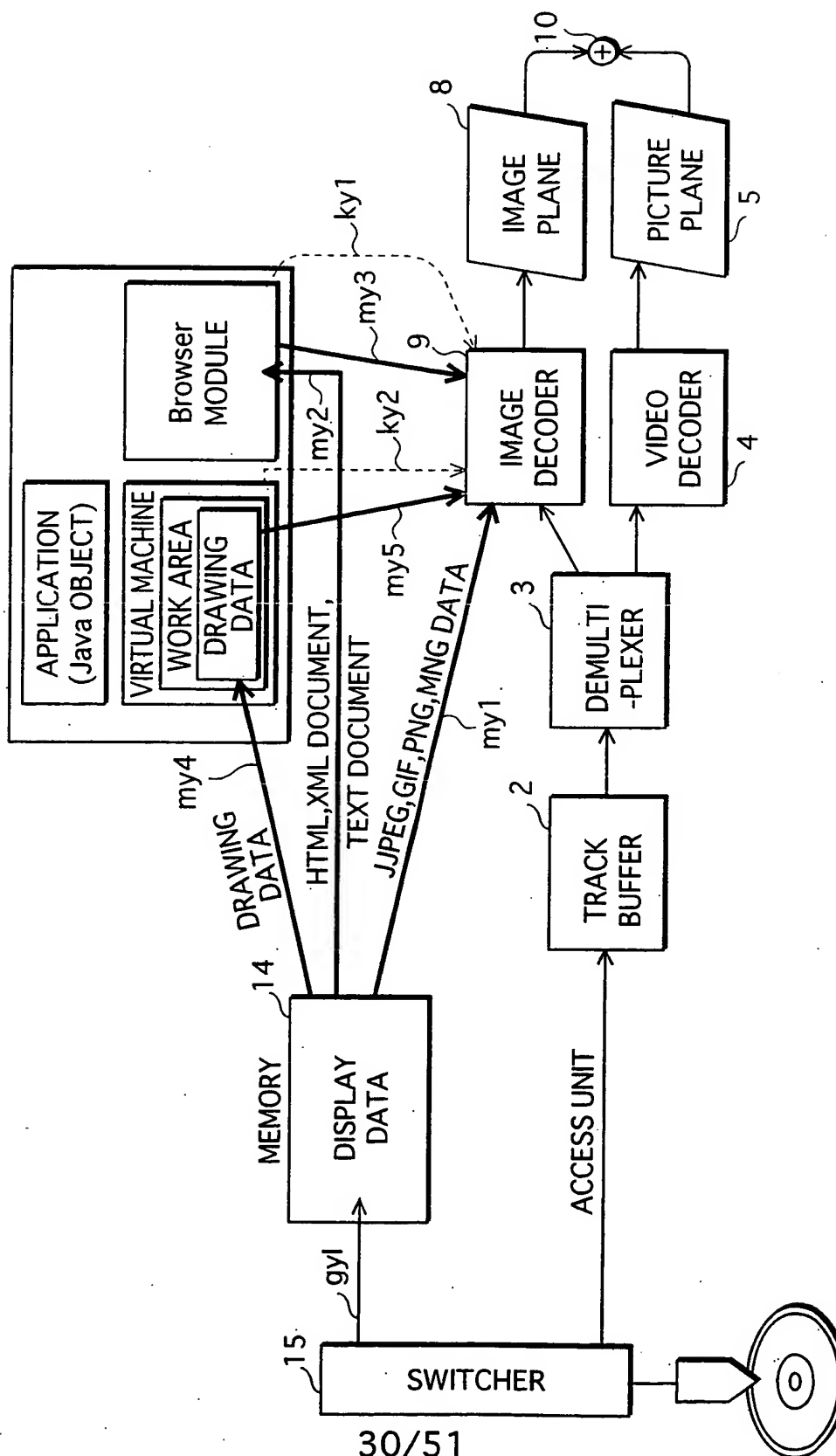


FIG. 30



10/27/95

FIG.31

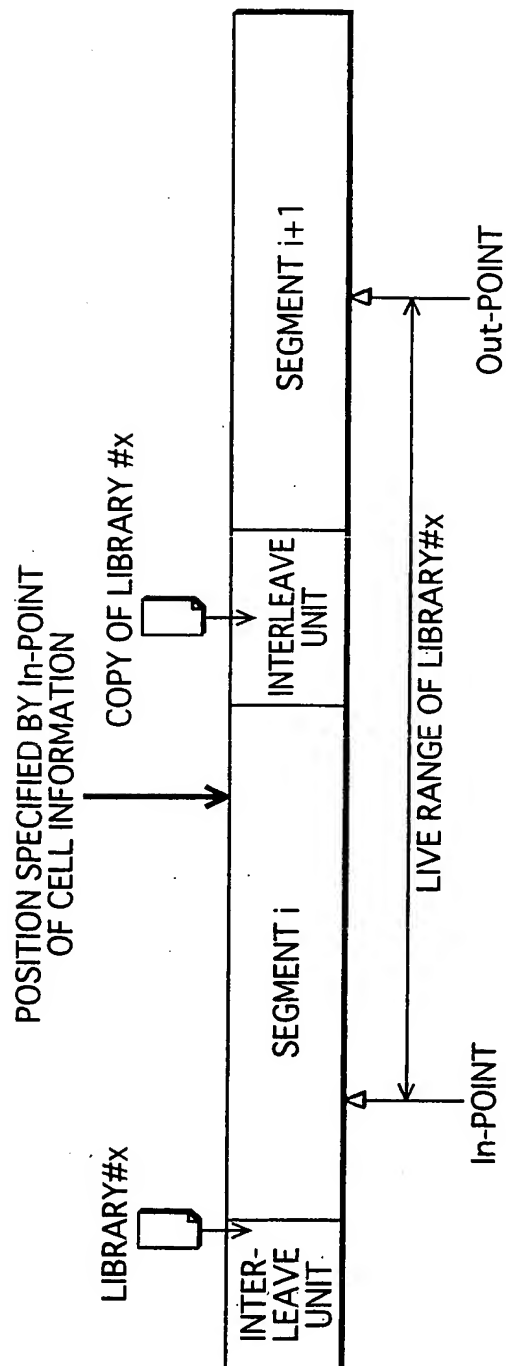


FIG.32

POSITION SPECIFIED BY In-POINT  
 OF CELL INFORMATION

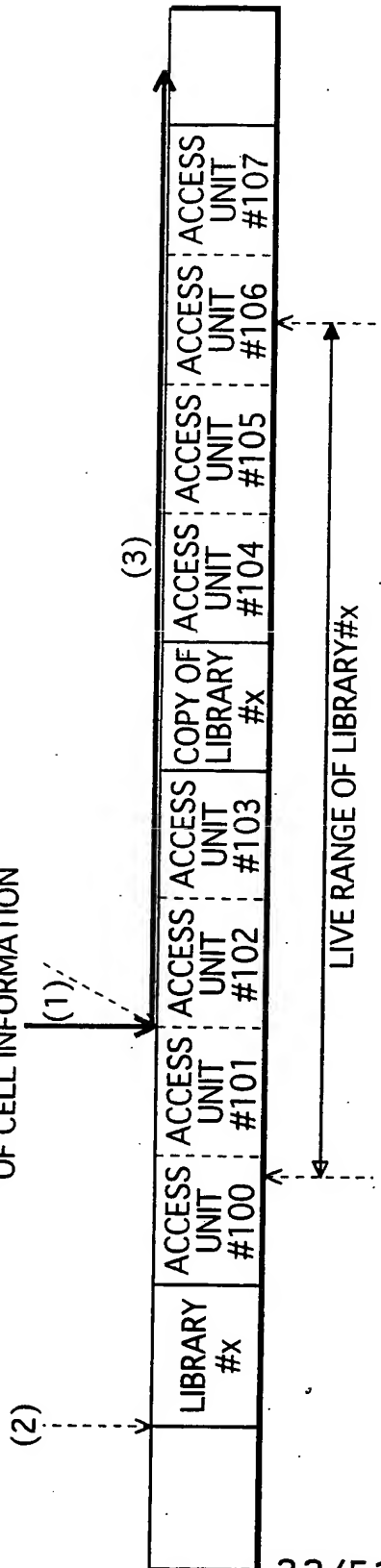




FIG. 33

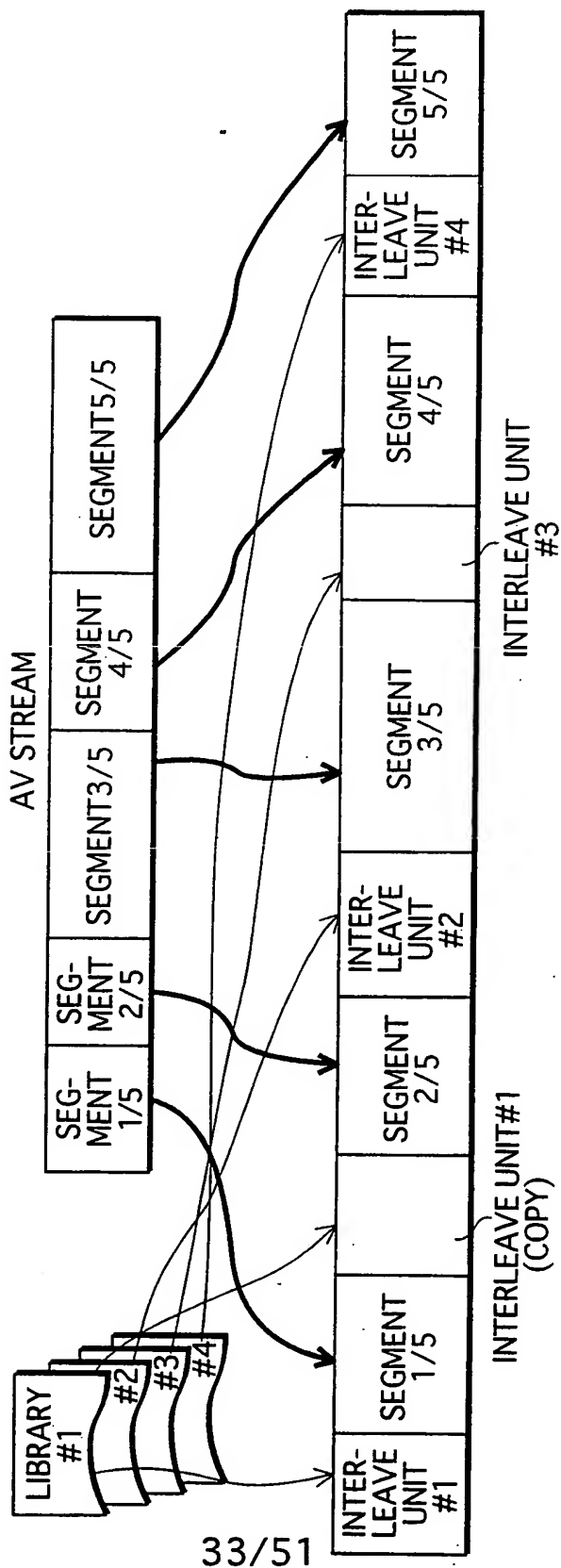


FIG. 34A

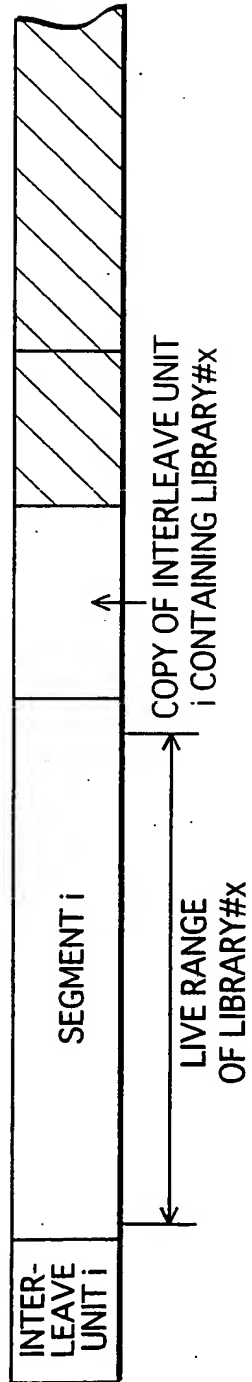


FIG. 34B

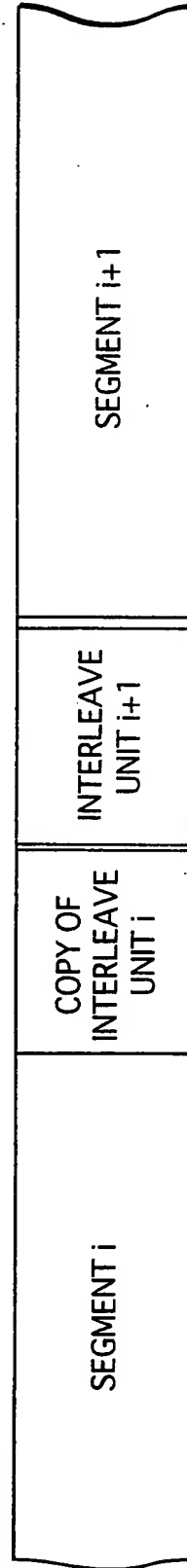


FIG. 35

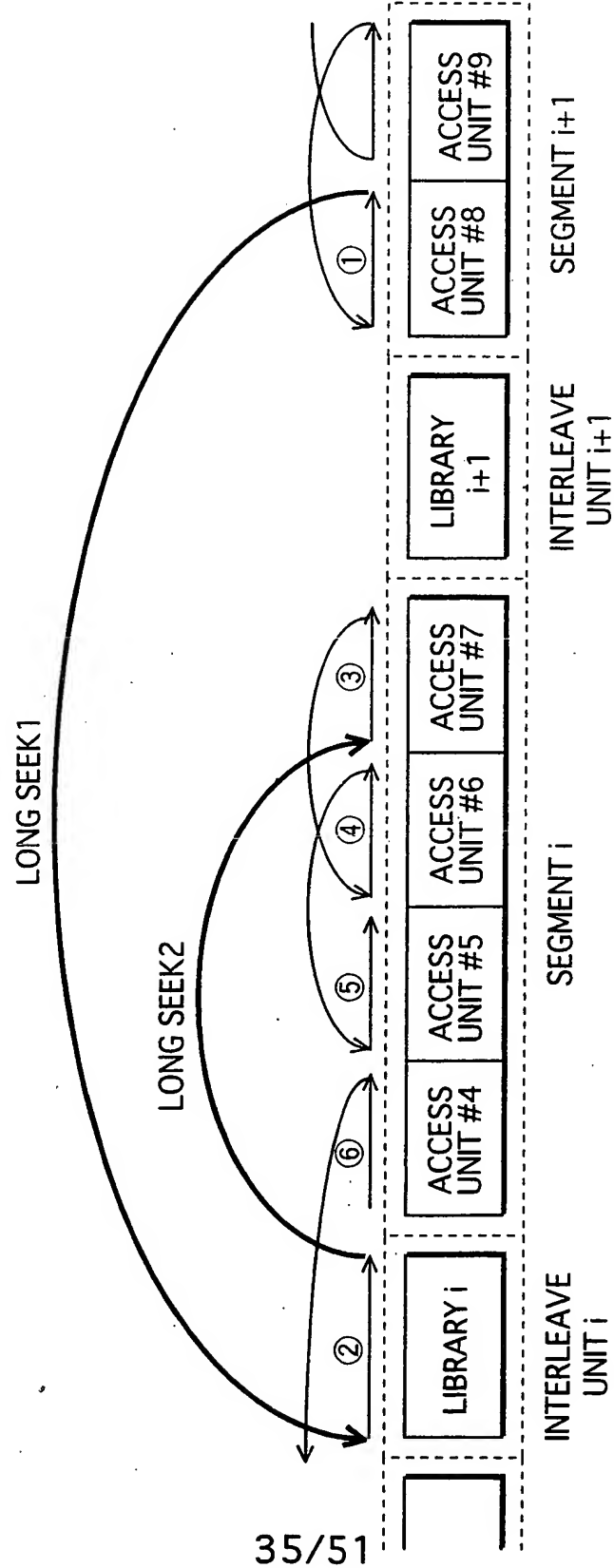


FIG.36

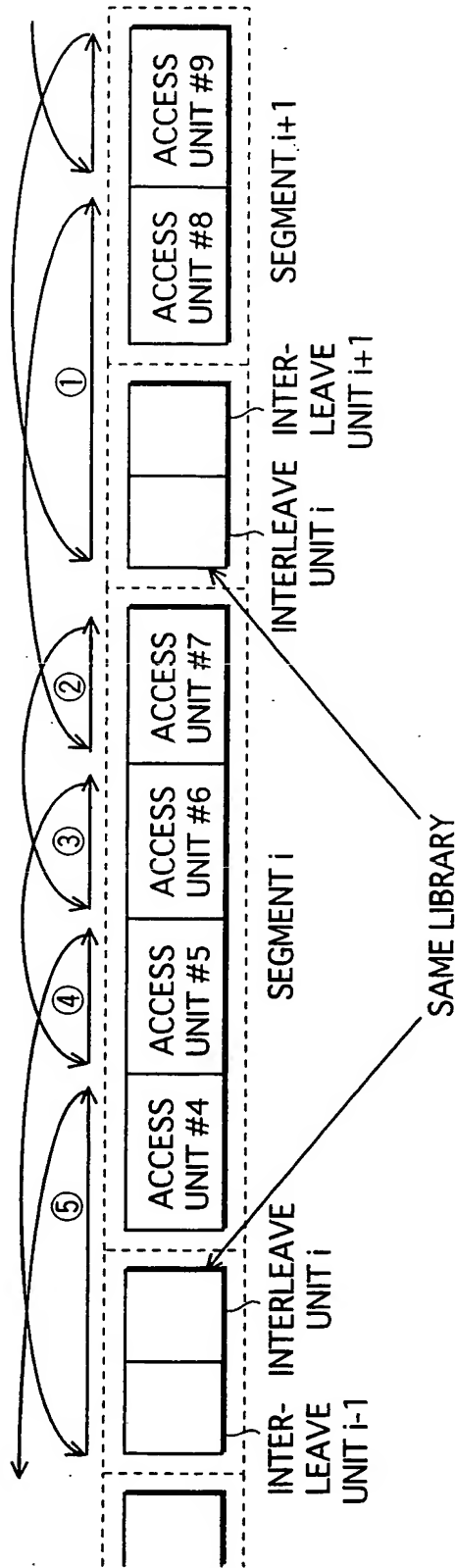
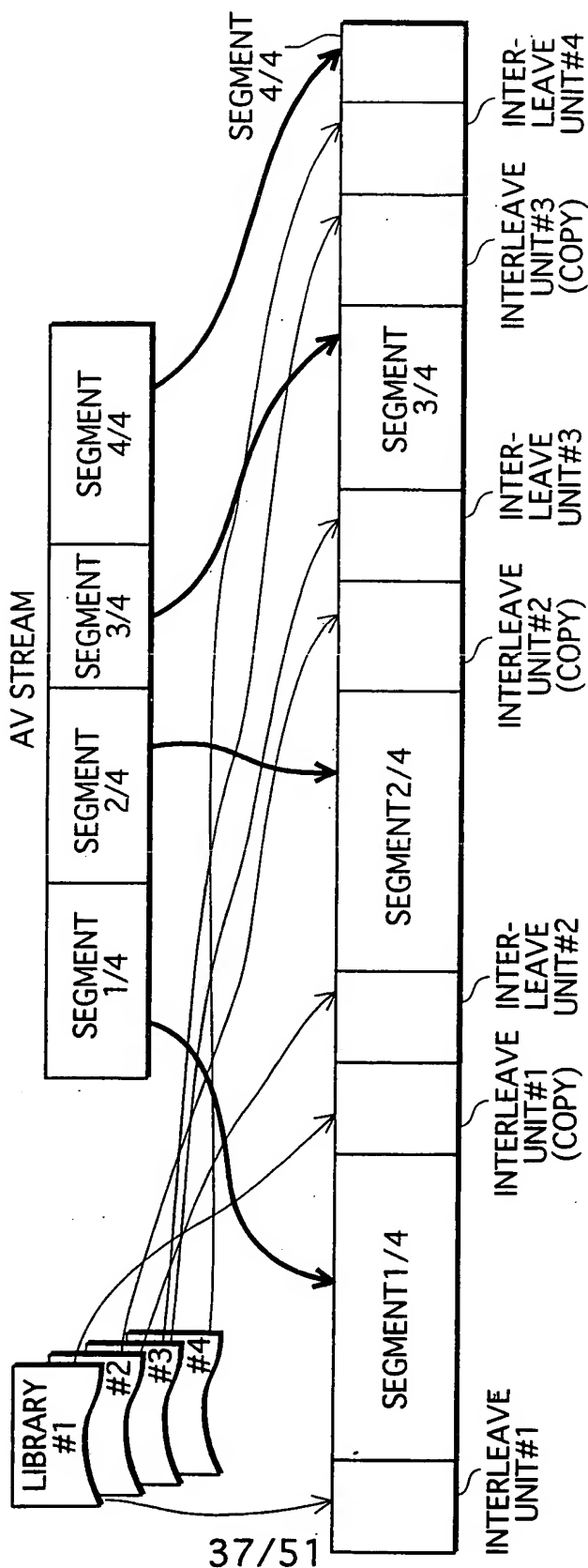
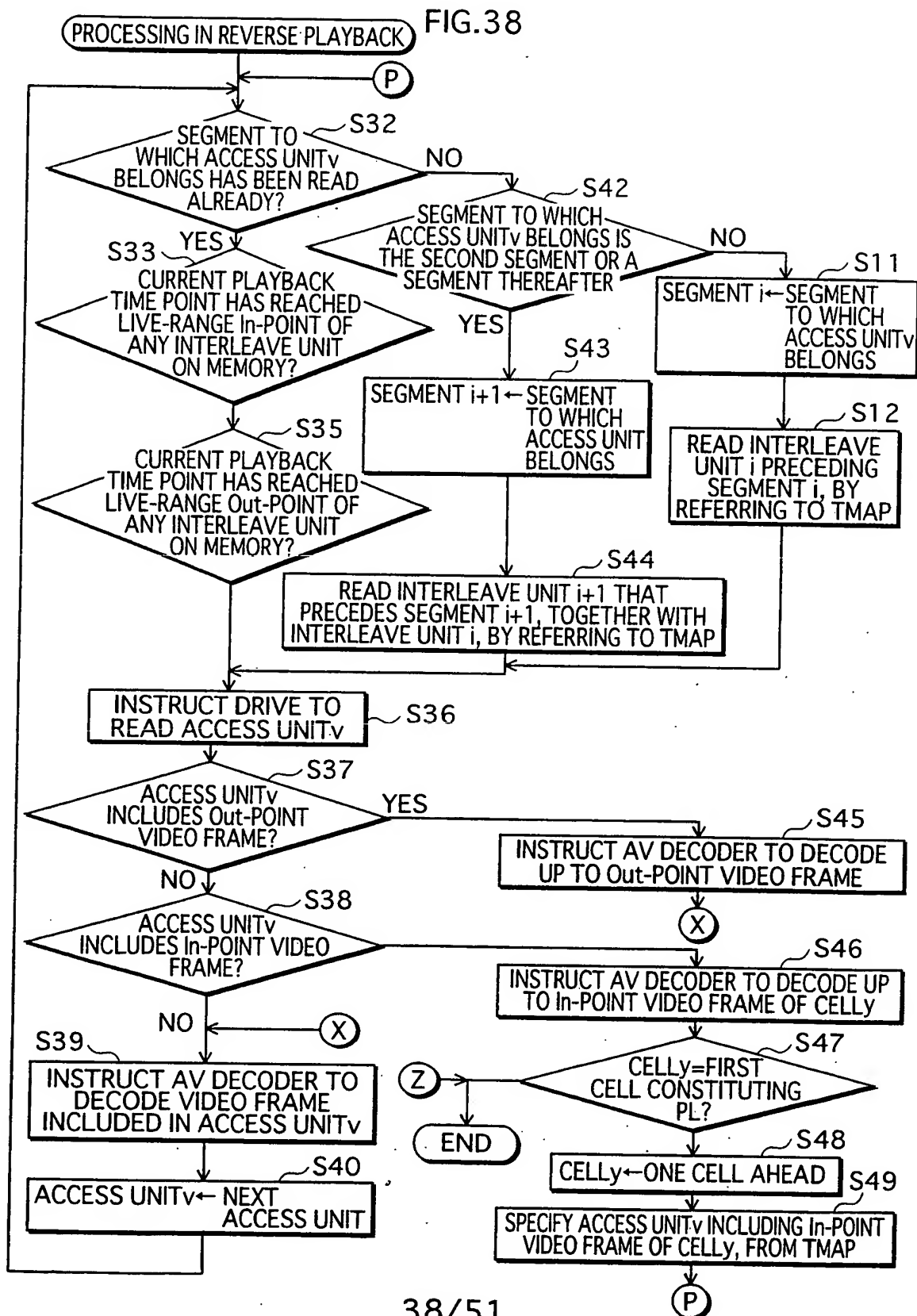


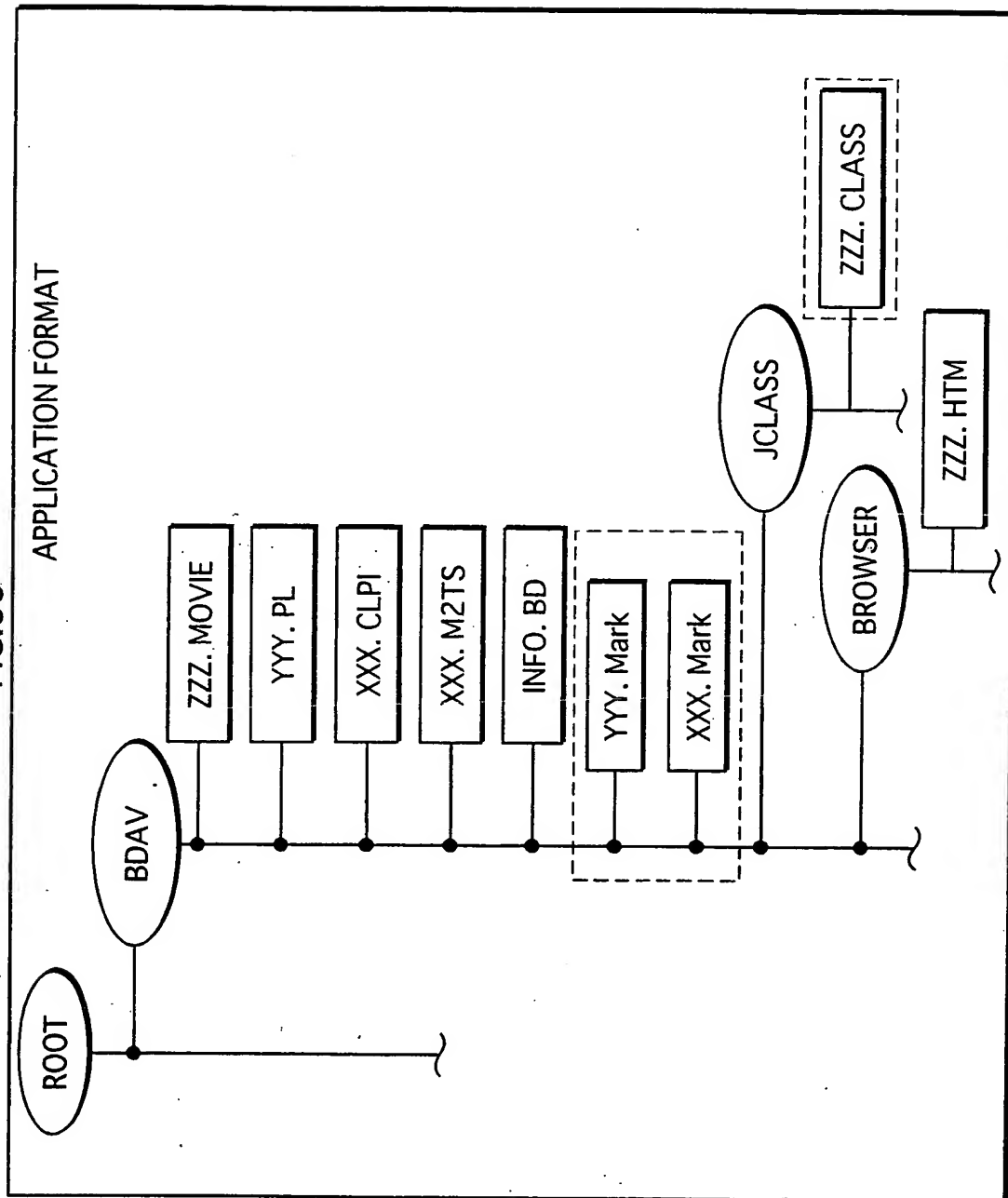
FIG.37





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FIG. 39



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FIG.40

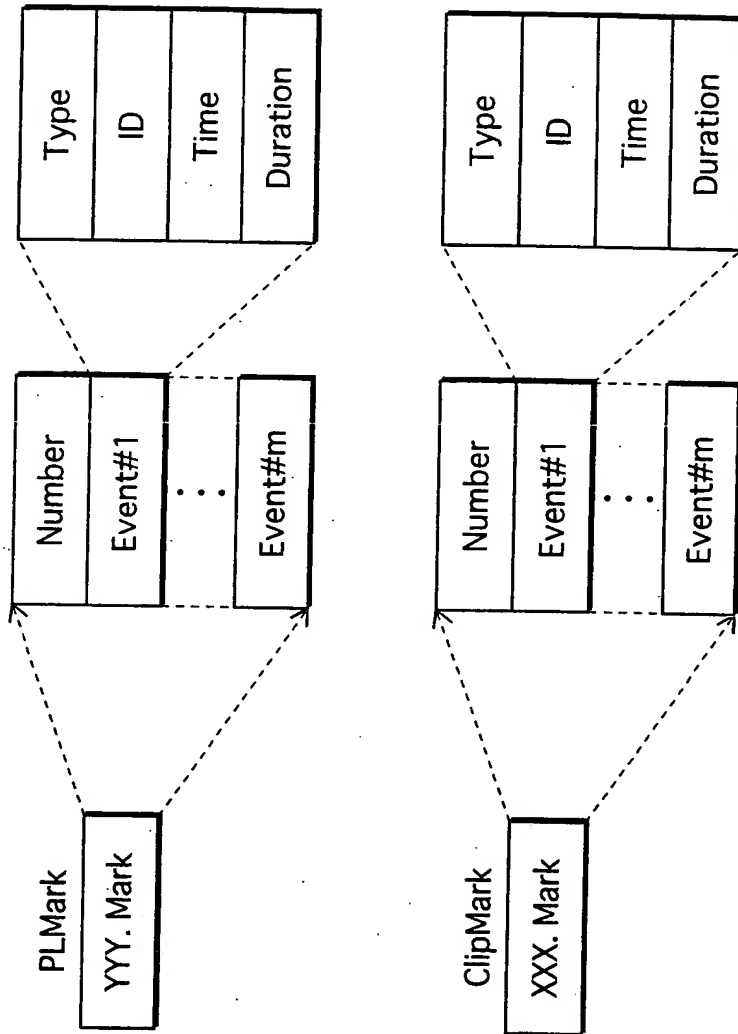




FIG.41A

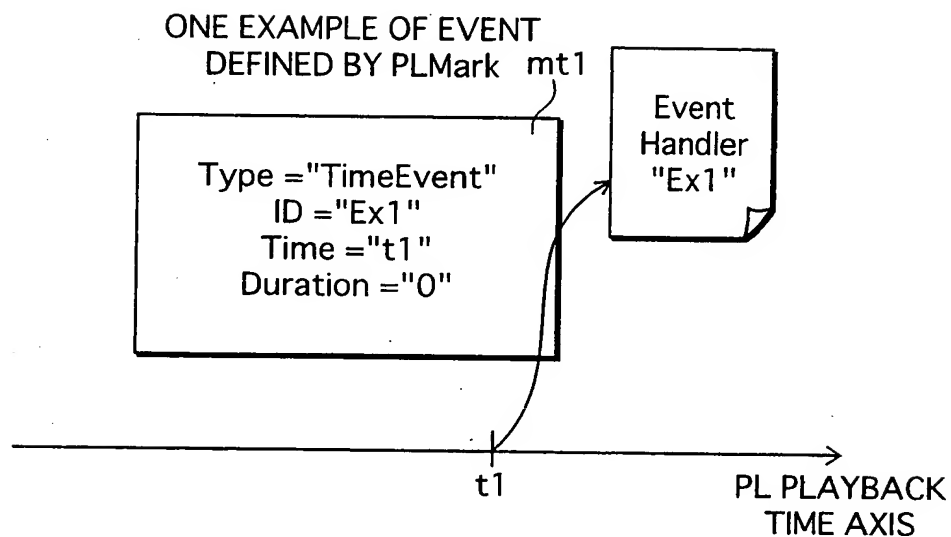


FIG.41B

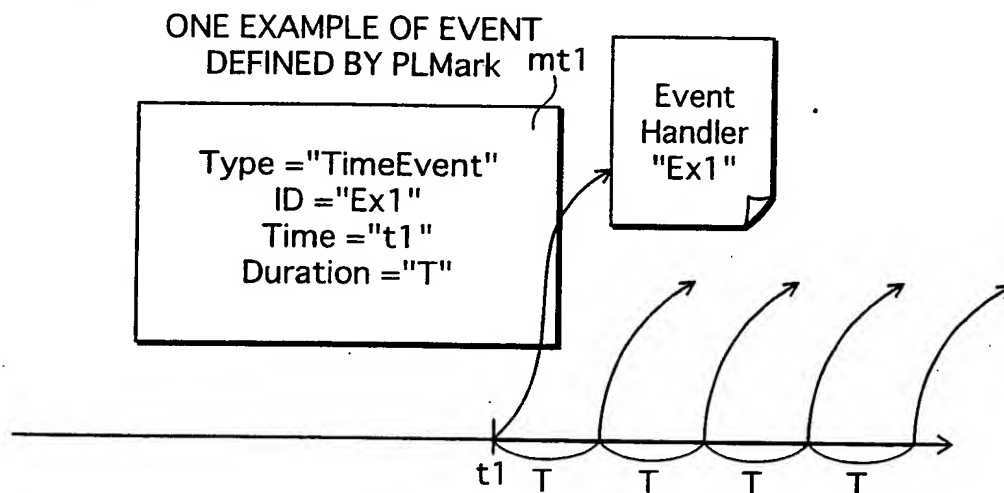


FIG.42

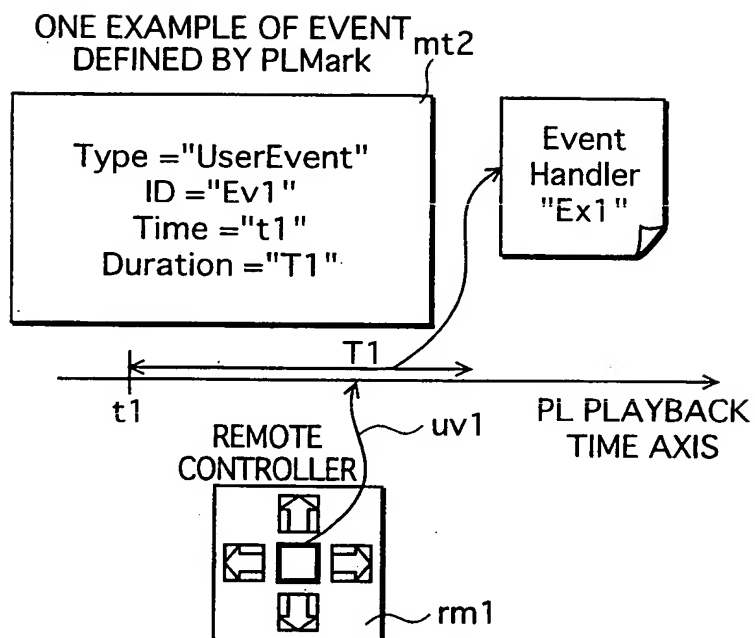


FIG.43

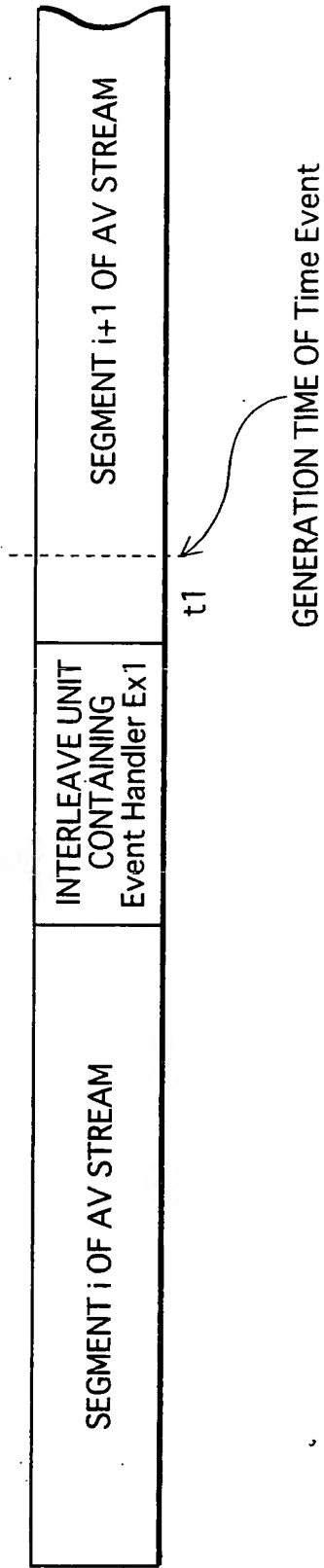
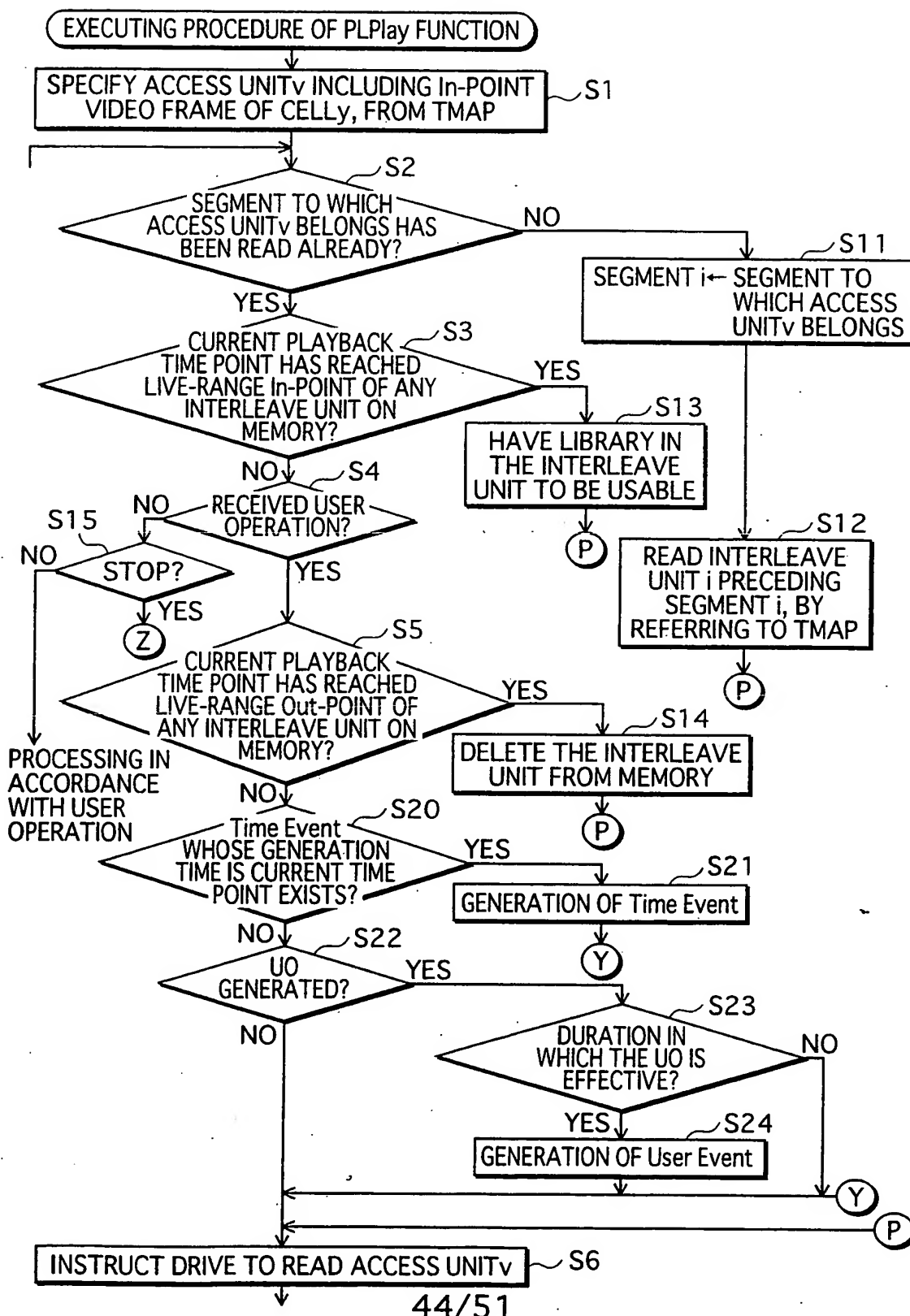


FIG. 44



10/15/2015

FIG. 45

STATIC SCENARIO

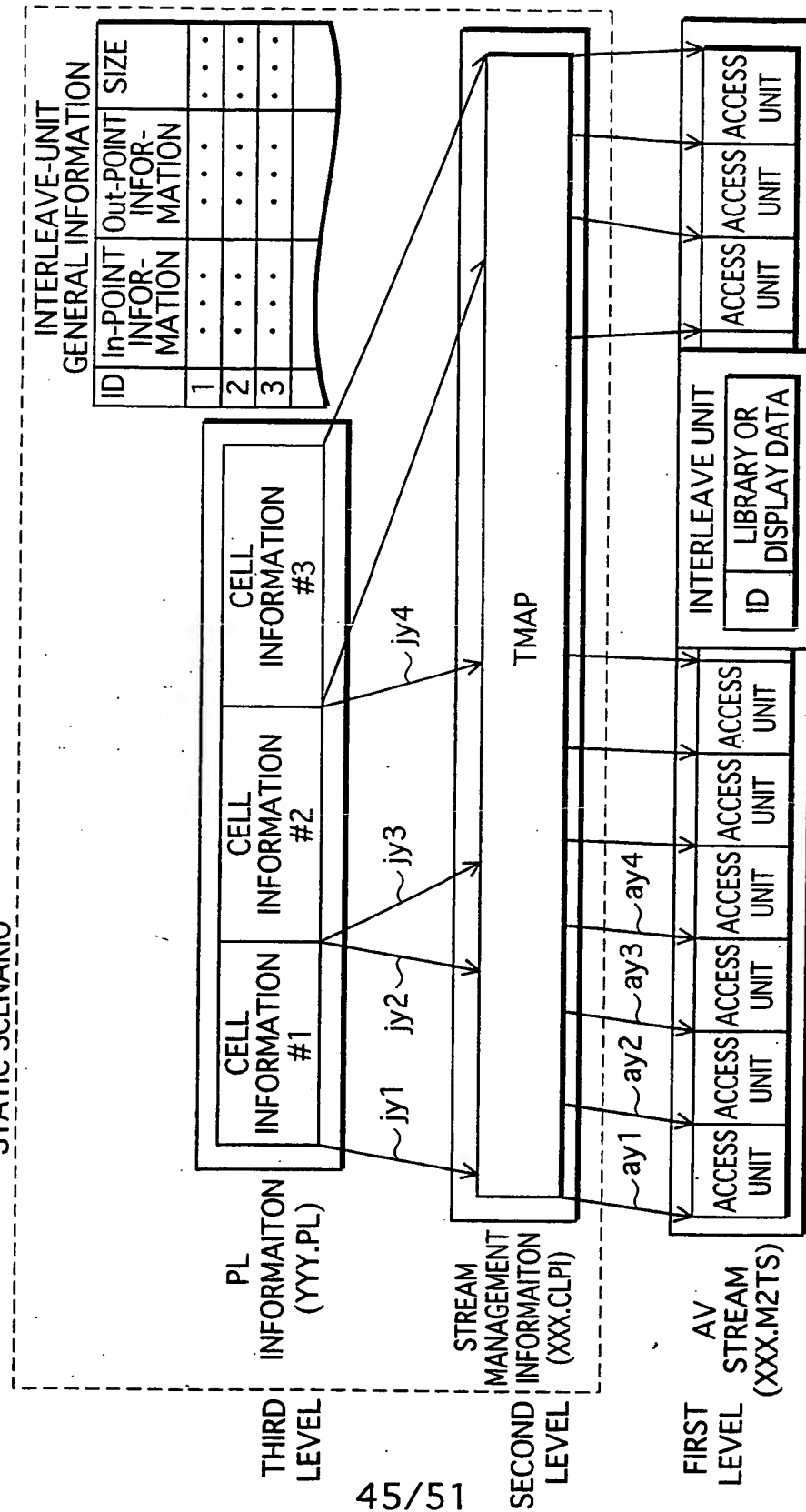


FIG. 46

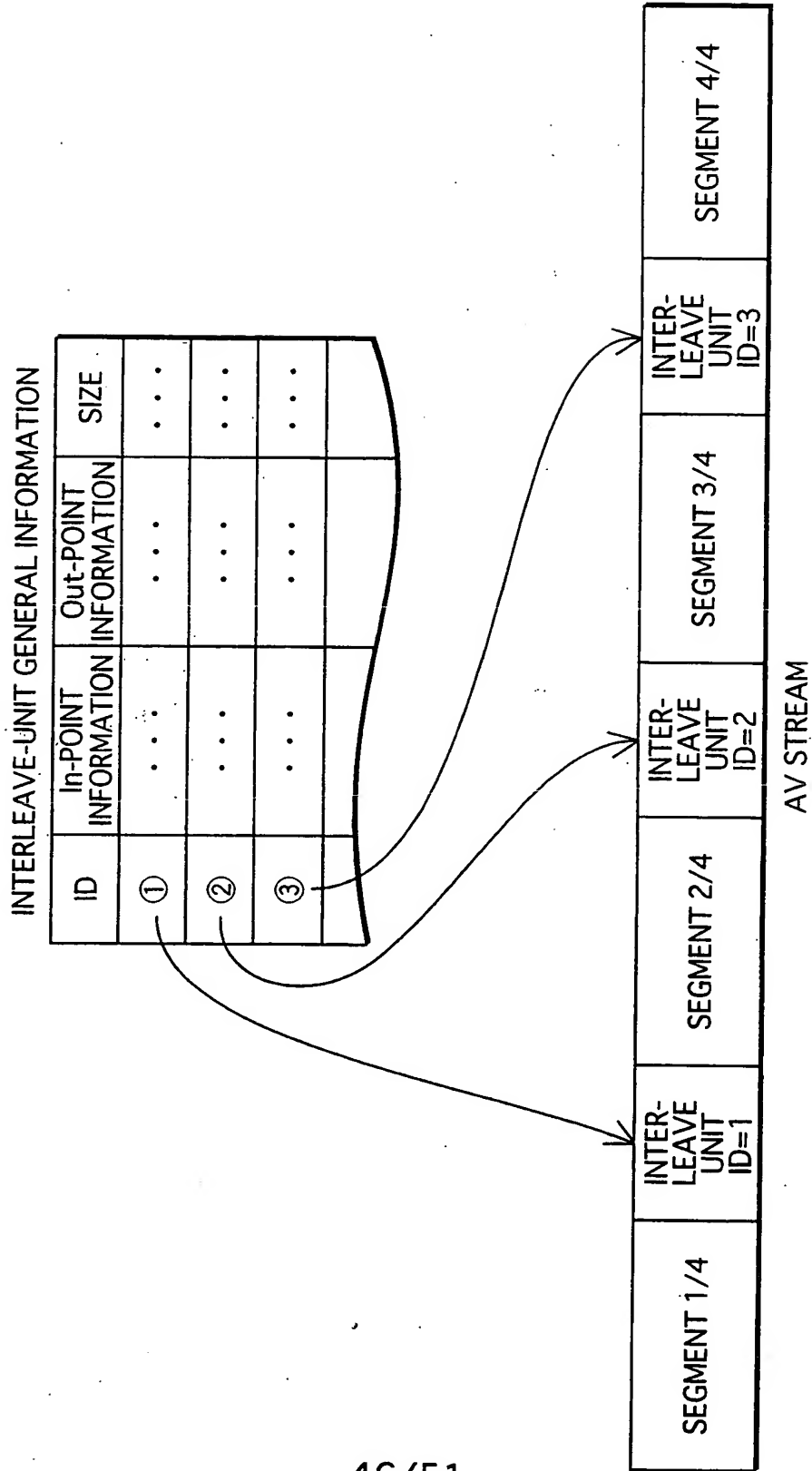
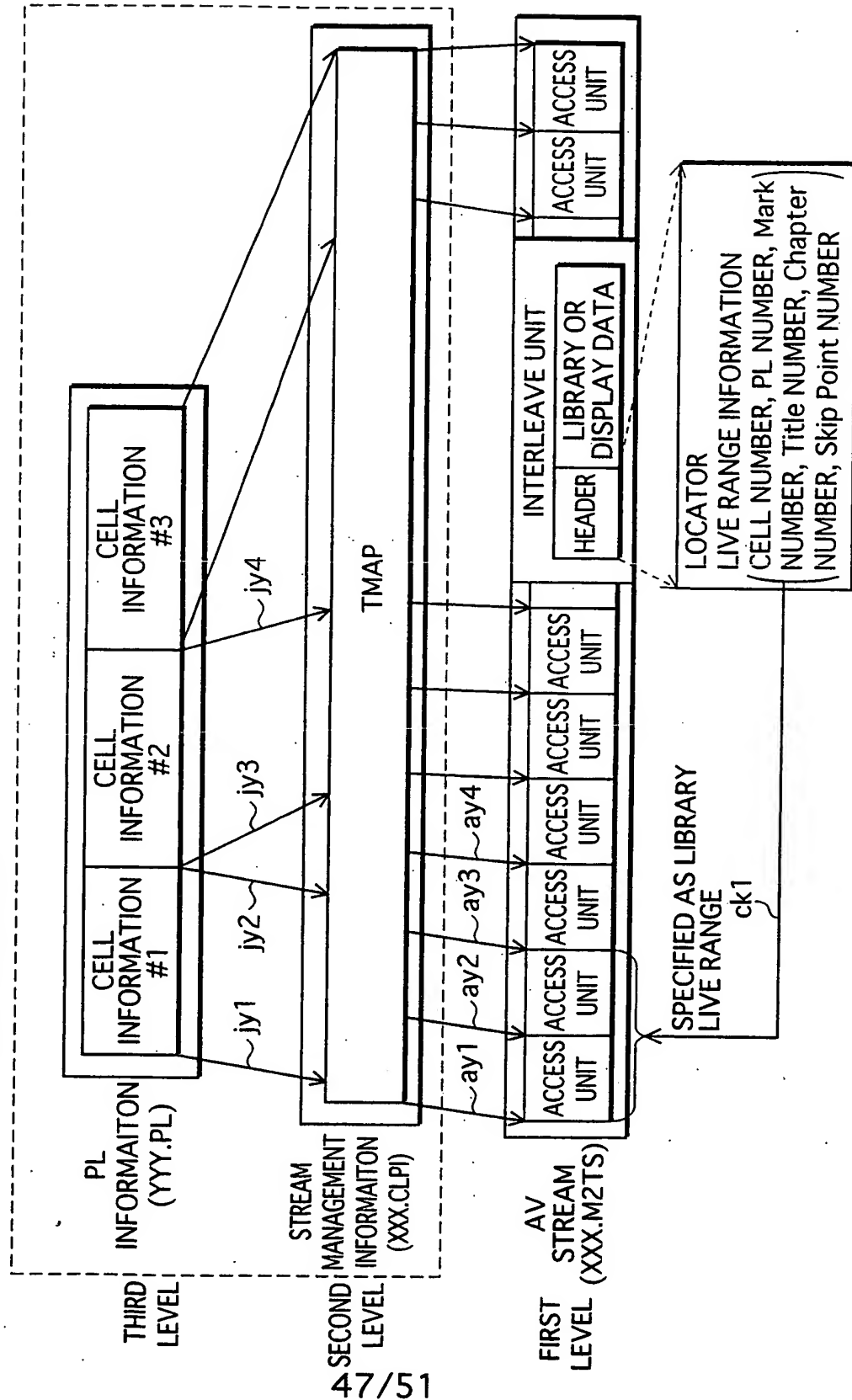
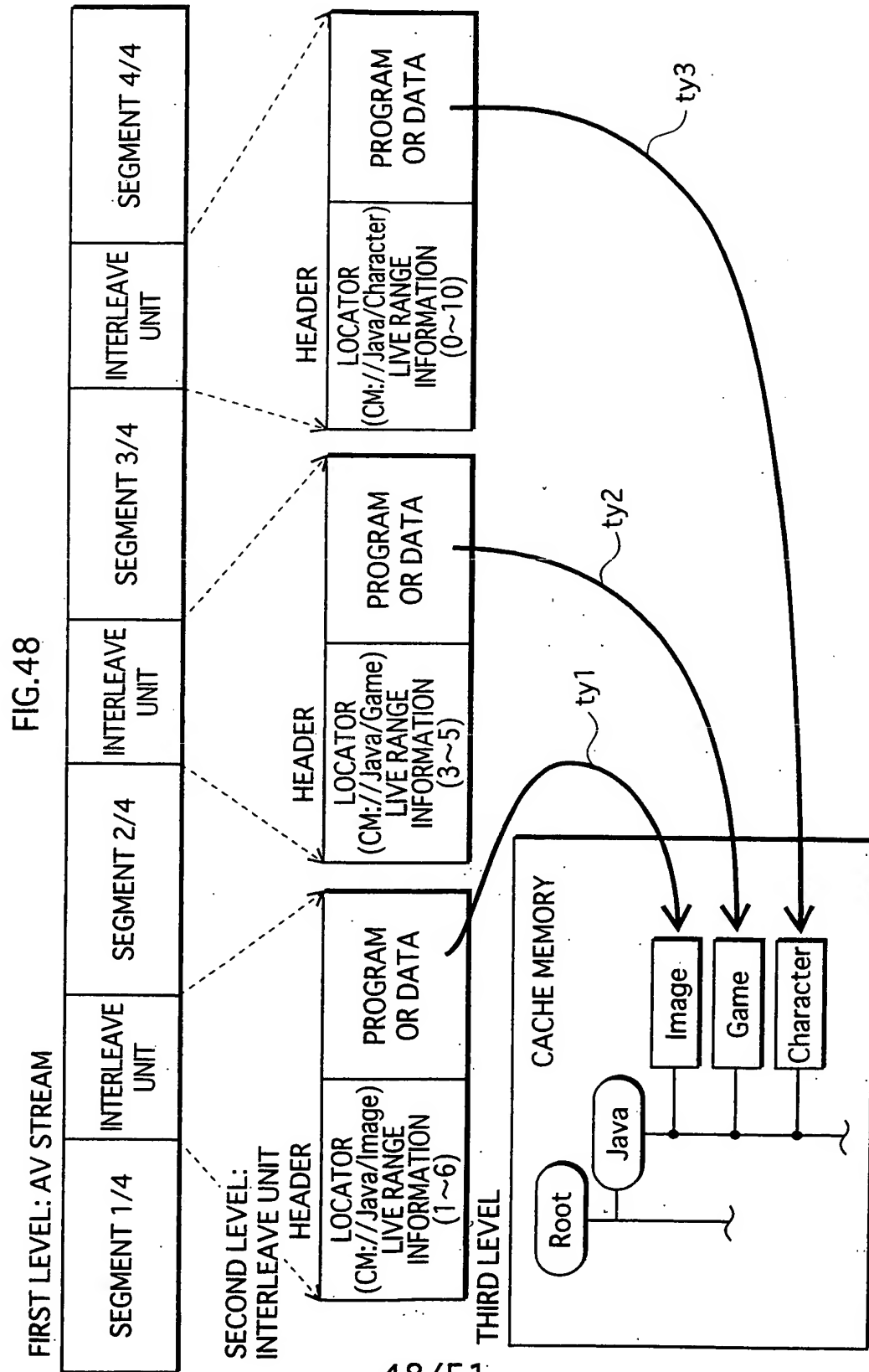


FIG. 47

STATIC SCENARIO







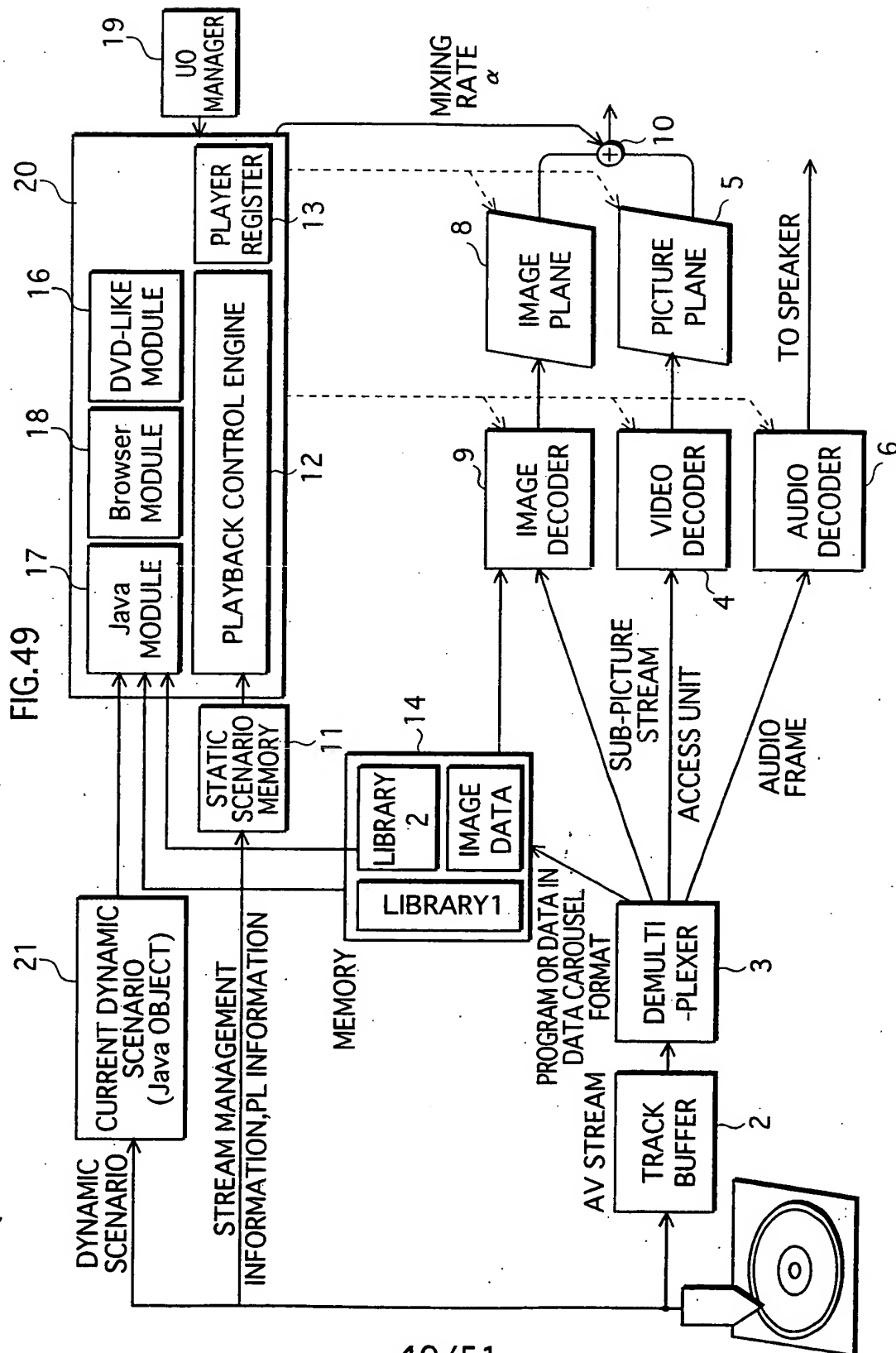


FIG.50

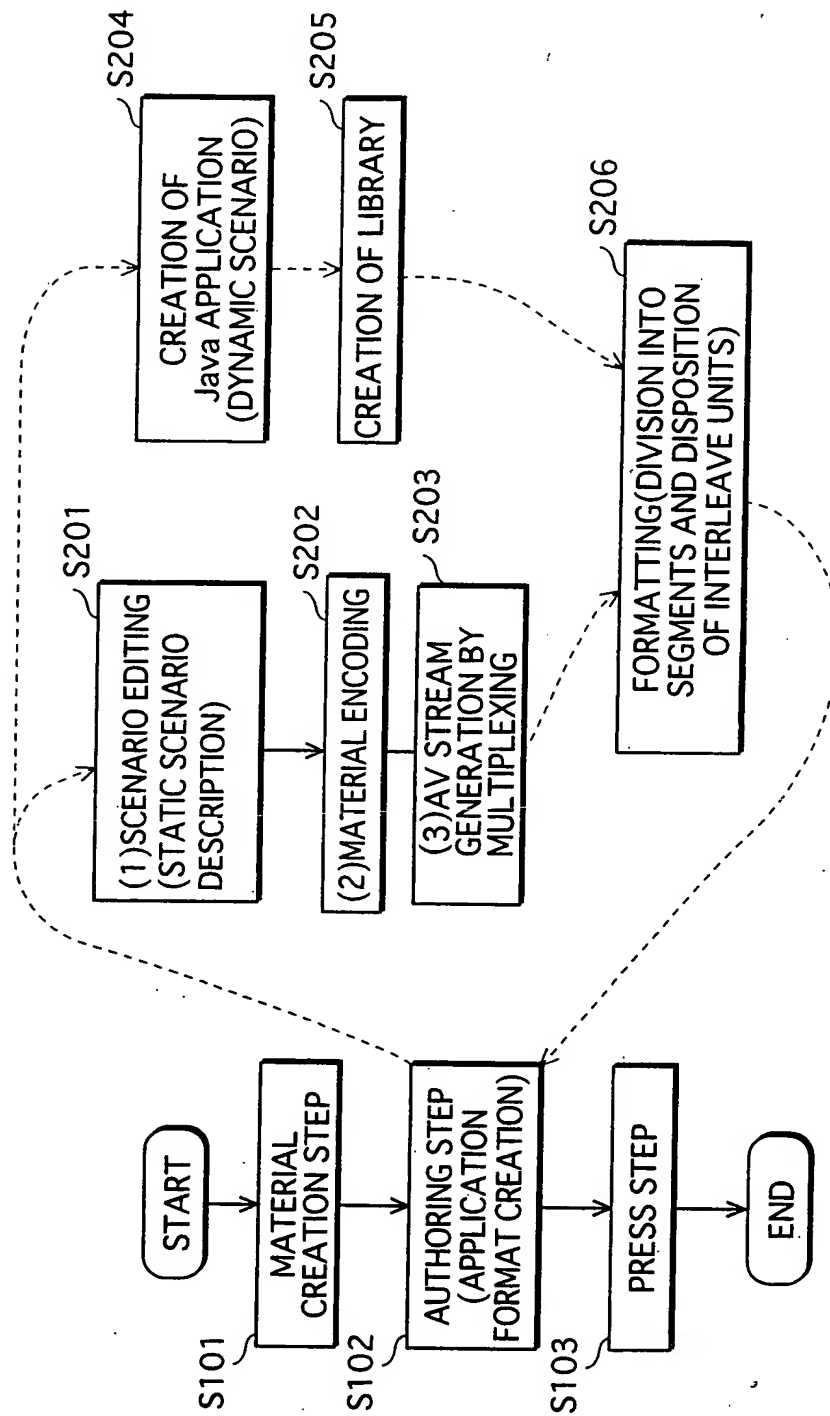


FIG.51

INTERLEAVE UNIT

